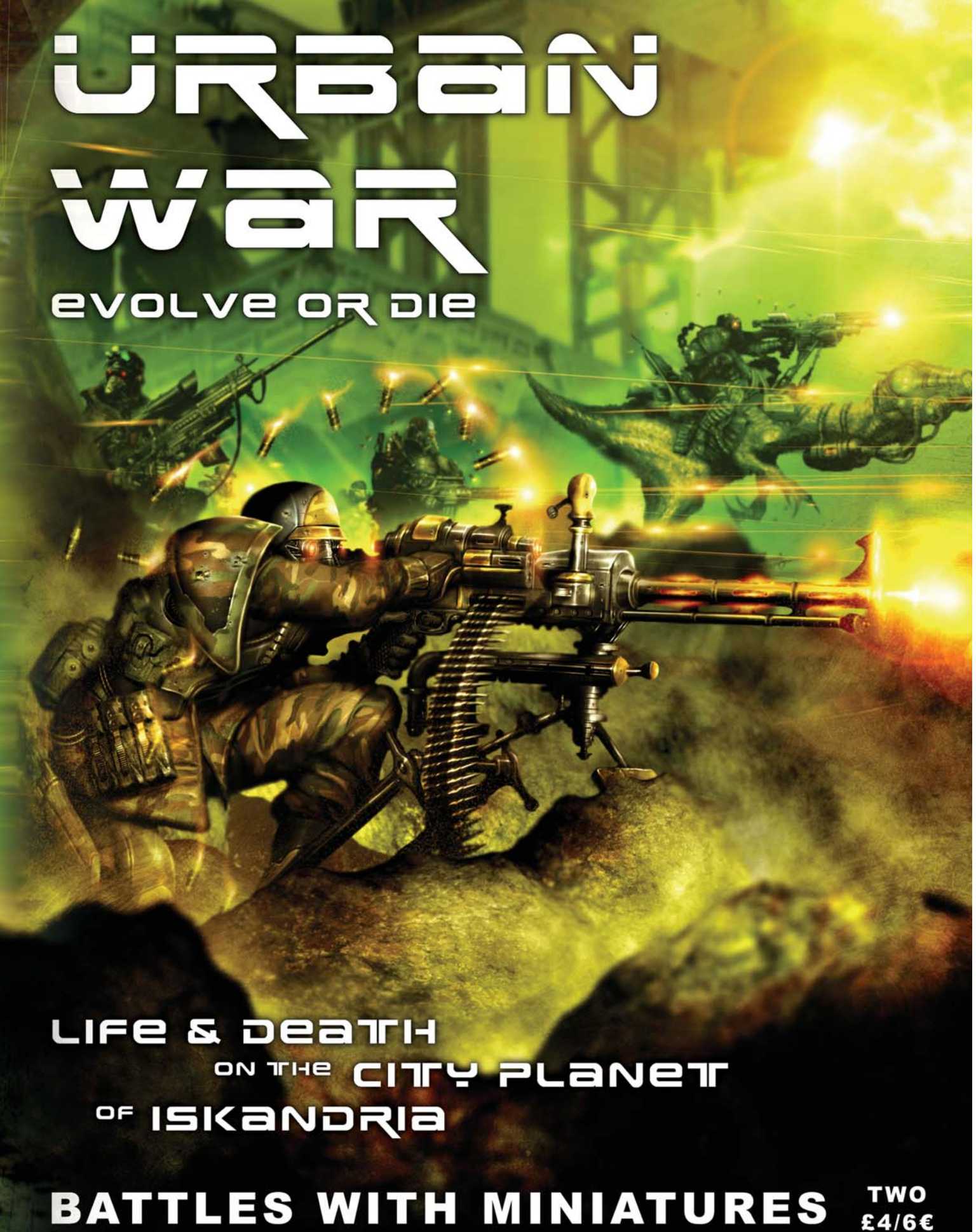
URBAN WAR

EVOLVE OR DIE



LIFE & DEATH ON THE CITY PLANET OF ISKANDRIA

BATTLES WITH MINIATURES

TWO £4/6€

URBAN WAR

Welcome to the third issue of Urban War. The Koralon have finally invaded Iskandria, the agents of apocalypse now stalk the city's streets. In addition to the full Koralon army list there are welcome additions to the homeworld forces to help humanity defend against the alien onslaught.

We are still on the lookout for contributions to the magazine, whether they are scenarios, force lists or modelling and painting articles. Please write to the address below or e-mail us at submissions@urbanmammoth.com for more details. By taking onboard contributions and input from players we hope to get you involved in the development process of this game world and help evolve it along the lines you would like to see. Don't forget we have a specific forum for Urban War where you can ask questions directly to the development team. There you will find resources such as FAQ's and errata. Also there are regular updates to our Urban War Galleries where you can see new artwork and painted miniatures. There you can sign up to our newsletter so that you don't miss out on any updates in the future. Plus there is a random draw every month, from everyone on the newsletter database, with the winner receiving the first production cast of a model from that month's release for FREE so be sure you sign up!

Lookout for the next issue where we will introduce our new tournament/league play system. This will show you how to set up and run events either at your local club or gaming store.

Happy gaming!

John

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Special thanks: Tehnolog & The Figure Trader

13101
Colonial Marine

13101
Colonial Marine

13101
Colonial Marine

13102
Colonial Marine Sergeant

13107
Viridian Special Forces

13108
Viridian Special Forces Sergeant

13201
Secutor

13201
Secutor

13207
Veteran Myrmillo

13208
Pit beast

13301
Androsynth

13301
Androsynth

13308
Macro-Synth Heavy Walker

13309
Nyx Class Assasin Biomech

13310
Hercules Class Biomech

13401
Triad Retainer

13405
Triad Boss Veteran

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Viridian Sniper Veteran

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Exo-Suit Provocator

13210
Greater Pitbeast

13502
Reaper Hybrid

13502
Reaper Hybrid

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Hybrid Breeder

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Skull Swarms

13103
Viridian Sniper

13103
Viridian Sniper

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Veteran Colonial Marine

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Veteran Colonial Marine

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Veteran Colonial Marine Sergeant

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Colonial Shock Marine

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Colonial Shock Marine

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Viridian Special Forces

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Secutor

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Retiarius

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Retiarius

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Myrmillo Flame Thrower

13204
Amazonia Decurion

13205
Secutor Veteran

13205
Secutor Veteran

13206
Veteran Decurion

13301
Androsynth

13302
Achilles Class Biomech

13303
Artemis Class Biomech

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Pointman

13305
Alpha Artemis Class Biomech

13306
Androsynth with Grape Gun

13306
Androsynth with Grape Gun

13307
MKII Tactical Teratosynth

13401
Triad Retainer

13401
Triad Retainer

13402
Triad Dragonfly

13402
Triad Dragonfly

13403
Triad Gang Leader

13404
Triad Retainer with Naginata

13404
Triad Retainer with Naginata

13404
Triad Retainer with Naginata

13311
Achilles Class Biomech Veteran

13406
Triad Dragonfly Veteran

13406
Triad Dragonfly Veteran

13408
Oni Class Shogun Battlesuit with Sword

13501
Stinger Hybrid

13501
Stinger Hybrid

13501
Stinger Hybrid

13502
Reaper Hybrid

13505
Brood

13505
Brood

13505
Brood

13506
Brood Leader

13507
Phazon Lower Caste

13509
Harpykon

13511
Larvan

13512
Broodmaster

NIGHT SONG

Trentig picks his way down slick, garbage-strewn rocks to the water's edge; his thin legs emerging from tattered shorts like the stilt limbs of an insect. It is midday in the world above, Iskandria is bathed in the sun's warm radiance, the glittering glass and steel and the rose refraction of 'plaz transforming the city into some fantastic sculpture of ice, miraculously defiant of the noontime heat. But here in Underton, beneath a roof that stretches half as far as sight to north and south, it is cool, it is wet, and it is dark.

Up to his knees in black water, Trentig fills his plastic bucket and heaves it sloshing to rest on a flat stone. He is thirsty and so doesn't spare the time to look around, to look for signs or proofs of what goes on here by the sea after dark. He scrambles up the rocks with the bucket hugged to his chest, his thin arms cut in whipcord-relief against the strain. At the beach he pours a careful stream into his filter pan and sits, spare frame folding down like some collapsible piece of equipment, waiting. After thirty seconds he dips a chipped mug into the clean water and drinks. It is good.

Trentig is sixty-eight years old by his best reckoning, but so much of that time has been spent here, under the vast roof of Underton, that he can't be sure he's got the dates right. For a long time he had forgotten his topside life, and even looking at the reports and pictures in Odd Eddie's rejinked datapad didn't do much to jog his memory. It all seemed like another world to him; he, down here on the shaded seashore where one island stops to let the ocean through, beneath a ceiling as big as the sky itself, a shelf of the city unwilling to stop at the jagged slope of the seashore thrust out over rock and beach and water's edge into the shallow sea itself, the millions above unaware or uncaring that they live hundreds of meters over a dark arm of the world ocean.

That was never his world, up there in that plastiment cage, Trentig thinks as he drinks from his mug. He'd been born somewhere else, brought here as a child, and once he'd lived alongside a sea different than this, cold and bitter salt-tanged. Here the sea was warm as bathwater and almost fresh enough to drink, and the algal reek of the seashore filled the humid air like the smoke of a campfire.

Smoke. What had it been, a week? Two? It had been two weeks since the smoke came and filled Underton with its cloying redolence, a grey fog blown in from the north sea that slid on the skin like factory soot and set the lungs to laboured breathing. There was panic then, the refugees laying in stores of water and searching their short-band datacasters for some kind of news. Trentig looks up at the refugee's camp and it's very still now, and so quiet. Underton hasn't been this quiet since they first came, fleeing from the chaos of topside, families and whole communities coming down here with the kind of desperation in their eyes that made the regular beach folk like Trentig and his wife and mad old Eddie and the boat gang and all the rest get right out of the way.

But now they were all quiet. Trentig stands and looks along the dark beach, cold firepits like black bomb craters lining the approach to the refugee encampment, a shanty town of scavenged parts, leaning plastic walls on trash-built frames; more junk than he'd seen down here in fifty years. The place was still, nothing moved in Underton.

He filters half the bucket of seawater and carries the pan back to his place, a small dugout roofed over with chipboard. She's sick too, his wife, and he soaks a clean cloth and lets the water drip into her mouth. She sleeps and feels oven hot beneath the blankets, but Trentig doesn't want to take the covers off.

When his labours are done he settles down next to her, knowing that tomorrow he might not have the strength to go back down to the sea. But tonight is another night, and tonight he'll listen again for the sea-song and know that one day soon they'll come up onto the beach and his world won't be so quiet anymore.

He closes his eyes and waits for night and, reaching under the sweat-drenched blanket for his wife's hand, he grasps instead the hard, sharp claw of a crustacean.

THE ALIEN MENACE

In the century following mankind's fateful first contact with the Koralon in the Void System war with the aliens has been unrelenting, and they have proven themselves adaptable and indefatigable opponents. The Koralon posses an empire fully as extensive as humanity's out on the eastern edge of the galaxy, and the area between these two great empires, Human and Koralon, is a sparsely settled frontier region known as the Rim. The Rim has been a crucible of battle in an ongoing war of slow annihilation that has seen first one side, and then the other, in the ascendant. It had become a fact of life, this desperate but distant fight for survival, until the Koralon Incursion put the lie to all of mankind's notions of imperial security.

The Great Koralon Incursion shook the empires of man to their foundations; the sudden appearance of massive alien invasion fleets deep in the heart of human space rewrote the rules of intergalactic warfare. The Koralon, masters of gravitic technology far in advance of man's, demonstrated their ability to ignore the normal lanes of hyperspatial travel, the gravwells that are the highways of mankind's empire, and strike wherever and whenever they pleased. Furthermore they showed great insight and cunning in the selection of their targets and the persecution of their invasion, conquering key Gateworlds and their vital gravwells, coordinating vast fleet actions over great distances with inconceivable precision, and waging a kind of psychological warfare against humanity that demonstrates the Koralon have a far greater understanding of their opponent than mankind has ever hoped to have of the them.

But the Great Powers and many lesser worlds did pull together in desperation to drive the Koralon out of their systems, and four of the five Gateworlds have been liberated from the aliens; though the worlds themselves lie corrupted by the ruinous coraline microbe unleashed by the Koralon to transform entire planets, and their populations, into something more suited to the alien's needs. Now the final chapter of the Koralon Incursion is being written, as the remnants of the alien fleet converge on the Arkadian System mankind gathers its waning strength for a final push. The last battlefield of the Incursion is Kyklops, a warm, oceanic world eminently suitable for Koralon habitation, and on the massive city-continent of Iskandria the beleaguered and quarrelsome forces of mankind prepare for the hammer-blow that will decide the fate of hundreds of millions, perhaps even the galaxy itself.

The Koralon

The Koralon are marine invertebrates, soft-bodied and serpentine, having most likely evolved on an oceanic world. Their origins are shrouded in mystery however, for the aliens as they exist now are the products of deliberate genetic engineering through use of coraline, a highly mutanagenic microorganism that is the basis of all aspects of Koralon physiology and technology. It is this symbiotic relationship, Koralon and coraline, which has produced such a strange and adaptable species.

Scientists believe that the primordial Koralon first encountered coraline early in their own evolution and the two species, invertebrate and microbe, entered into a biological partnership that would forever link their destinies. In this way early Koralon first developed exo-skeletal structures, coral-like deposits left by the silicate skeletons of generations of rapid-breeding coraline. Soon the Koralon learned to control such growth, fashioning the first primitive bodies that would carry them above the waves, and eventually to the stars themselves. Once the Koralon learned the manipulate this biological technology all else was made possible, limbs where changed into rock-hard weapons, vast structures of coraline were grown into sea-bottom cities, and, thanks to the modifiable genetic signature of a highly infectious strain of coraline, not only were the Koralon themselves deliberately redesigned into specialized castes, but other species too became subject to coraline transformation. The Koralon, in mastering this most flexible of tools, had learned to manipulate other organisms, all life became raw material, entire species an exploitable resource.

Thus, Koralon expansion goes beyond colonisation and conquest; all life forms encountered are subverted and enslaved, entire planets redesigned to suit their alien overlords, species altered to produce desirable characteristics and then utilized as merely another component of Koralon material culture. The Koralon have had great success with this, and examples of enslaved life forms range from the simple battery creatures harnessed provide bioelectric energy to the enormous Mother Reefs, living starships that transplant Koralon in the tens of thousands to other worlds as the first step toward planetary assimilation. Humankind itself has proved an irresistible stock of genetic and biological characteristics, and the Koralon have quickly recognized the huge potential in their fellow sentients and have tailored many strains of coraline to best exploit the human genome.

Coraline

The coraline microorganism itself has undergone a long period of manipulation at the hands of the Koralon, so that it is nearly impossible to accurately describe what 'natural' characteristics it possessed before it entered into this symbiosis. Just as the Koralon have been shaped by coraline the coraline in turn has been genetically altered by the Koralon, so much so that questions of precedence and speculations as to which organism is the dominant partner in the relationship become meaningless; the Koralon/coraline as they exist now are in essence one, indivisible, species.

However, coraline is capable of wreaking its changes over any living matter, and as such it has properties peculiar to itself and can be spoken of as a separate entity to its alien hosts, something that cannot be said of the Koralon themselves. Furthermore coraline's silicate structure has unusual properties that make the strange biotechnology of the Koralon possible, and it is thought that different strains of

Broodmaster

coraline are used to produce different manner of artefacts, from starships and psychic foci to potent gravitic weapons, themselves a hybridised 'alloy' of coraline and a strange substance called neutronium, known to exist only at the heart of neutron stars. All of Koralon technology is built on these unique properties of coraline.

It is the virulent strain of coraline that is most associated with the microorganism and the Koralon themselves, it is this 'virus' that transforms exposed life forms into radically new beings and entire planets into ideal Koralon habitats; it is both the primary means of extending the Koralon's galactic grasp and of eliminating threatening species. Many worlds have been thrown into chaos when the low-orbit seeder ships of the Koralon release coraline spores into their biosphere, the standard prelude to planetary invasion by the aliens. Given enough time, sufficient genetic material, and proper direction from the Koralon whole worlds can be completely remodelled, all life subverted into slave creatures if not eliminated outright as unsuitable, oceans filtered and made warm, global weather patterns rearranged to better suit the alien overlords.

To even begin to accomplish these tasks specific strains of coraline were designed to best take advantage of new environments and newly discovered genetic material. And just as coraline can be tailored to perform a radical set of tasks with nearly any sort of genetic or biotic material, it can be shaped into a kind of designer virus, capable of making specific changes to targeted organisms. Humanity is now thought to be the prime target for more strains of coraline than any other organism, and over seventeen different types of the coraline microbe have been identified that pertain specifically to humankind.

The Koralon seem quick to recognize the potential in mankind, and have wasted no time in experimenting with entire human populations on captured worlds. The horrific hybrid drones that are the most common result of coraline infection in human beings represent a highly advanced and specialized form of the microbe, a human-specific strain that can lie dormant for years in the form of spores, infect through respiratory or sub-dermal contact, and remould the victims mental and physical characteristics along pre-designed lines. After a period of gestation and radical transformation such victims emerge as hybrids of various kinds, stripped of their humanity and all but the barest spark of sentience, remade into killing machines. All of this can happen away from Koralon control, thousands of light-years form the nearest aliens. Coraline is thus a kind of biological smart weapon, a programmable plague.

Forces and Tactics

Broadly speaking the Koralon host is divided into purestrain creatures, those actually belonging to the Koralon species, and hybrids, creatures infected with coraline and in the service of the aliens. The Koralon themselves are divided into castes, and on the battlefield the lower and least intelligent purestrain creatures greatly outnumber the leaders and thinkers of the Koralon, the Phazon and Larvans.

Phazon are thought to command the Koralon armies in most instances, and the Phazon themselves seem to be important individuals in Koralon society. Their mastery of gravitic technology enables them to pilot the great reef ships of the Koralon fleet though n-space, the 'sub-ether' of fifth dimensional space which makes faster than light travel possible. But such amazing powers also serve them well on the battlefield, where the ability to teleport hordes into close combat or shake the earth itself beneath the feet of the enemy helps to redress the firepower differential that still exists between the Koralon and the empires of mankind.

But the Koralon are learning from their enemies, faster and better than man seems able or willing to do from the aliens themselves. Through hybridisation and experimentation the Koralon seek to harness the characteristics of man that best compliment the Koralon's strengths and shortcomings. Thus, not only do infected populations provide needed fodder in the form of vicious Reaper Hybrids but newer forms of Hybrids, such as the Stinger, have been developed in direct response to battlefield encounters with human forces. Further radical experimentation in the form of composite creatures, monsters surgically assembled from the raw material of one or more separate species, have also proven useful in war; and many such horrors are designed around grafting human minds, themselves cruelly altered from coraline infection, to powerful xenomorphic beasts or vat grown creatures.

A typical Koralon invasion fleet consists primarily of purestrain aliens, and the initial stages of a planetary invasion consist of the widespread coraline seeding of an inhabited world alongside pinpoint strikes by the Koralon fleet and soldiery on key strategic points around the planets surface. Once a world can no longer defend itself the Koralon establish planetary bases as staging points for further military and assimilation tasks, generally constructing Reef Cities in lakes or shallow coastal areas. As the planet succumbs to coraline infection, its hybridised inhabitants provide the manpower necessary to defend against counterattacks or too launch further invasions of neighbouring systems. In this way massive fleets containing millions of assault hybrids are born, and entire sectors on the Rim have fallen in quick campaigns of assimilation and conquest that began with the occupation of a single backwater planet.

The Koralon on Kyklops

The events of the Koralon Incursion unfolded differently on Kyklops than in the other Gateworld systems invaded by the aliens, for Kyklops is a nearly ideal habitat for the aliens, a warm world mostly covered by placid ocean of remarkable purity and low saline content. No ships seeded the atmosphere of Kyklops, no bastions were stormed by armies of purestrains, instead the aliens annihilated a few strategic targets from orbit and proceeded to install themselves in the shallow oceans around the Iskandrian Islands. There existed no force capable of repelling the invaders, and the aliens seemed content to build their strength in underwater cities and

ignore, for the time being, the troublesome terrestrial inhabitants of Kyklops' single landmass.

Kyklops' major Koralon Reef City lies one hundred and eighty klicks out from Iskandria's north shore, in the continental shelf waters of the Nephrite Sea. Here dwell Koralon in the tens of thousands, masters of a months-old underwater metropolis that continues to grow at an exponential rate. Such rapid growth is due to the presence of several Mother Reef ships; enormous, semi-intelligent colonizing vessels that contain within them an array of self-propagating biota and coraline host organisms, in addition to enough raw microbial material to fuel intensive building and assimilation projects by the Koralon. Reefs profoundly alter the marine environment, releasing aquatic spores and hybridising sea life, redirecting oceanic currents, and altering the chemistry of the water through bioelectric conversion processes and corlinazidinal excreta. Within a decade most worlds can be entirely transformed along Koralon standards, however it is believed in the case of Kyklops such a metamorphosis can be accomplished much sooner.

Around these Mother Reefs the Koralon city expands, hundreds of dome-like dwellings radiating outward along the rock shelves of the ocean floor. On mature Reef Worlds, worlds completely remade by coraline, such cities become so massive they emerge into the open air and are visible form orbit. Koralon infestation on Kyklops is still in its early stages, however, and the Reef Cities that lurk beneath the blue waters off of Iskandria's north shore remain unseen…for the time being.

Last Battlefield of the Incursion

In a series of stunning but costly victories mixed fleets drawn from thousands of worlds throughout pan-humanic space won back their stolen systems, one Gateworld at a time. Utilizing new tactics and more than a little low cunning humanity demonstrated that it, too, was an adaptable species, one not so easily demoralized or broken. From Actaeon to Yvetot human fleets wrought destruction on the Koralon while vast armies descended to regain, or at least pacify, man's stolen worlds; once prosperous places remade into nightmare landscapes slumped in ruinous infection and teeming with hostile hybrid monsters.

Arkadia and its surrounding systems were cut off during the Incursion; no real fleet actions were possible in this sector until the nearby Rzhova system was liberated and its gravwell reclaimed. With each victory the pan-humanic fleets weakened, and the human and material costs of the endeavour grew staggering. At Arkadia the Koralon decided to make their stand, and the remnants of their defeated fleets from the other Gateworld systems began to converge on Arkadia, phase-shunting easily through n-space and bypassing man's convoluted web of grav-lines.

A powerful joint expeditionary fleet under Viridian Admiral Cranmer made a probing foray into the Arkadian system, successfully shunting in via Helios but meeting with a superior Koralon fleet and suffering a minor defeat, though Cranmer skilfully preserved the majority of his force in the retreat back to Karnus. Since that time humanity and Koralon have reached a stalemate, the Great Powers carefully building their strength for a final assault on Arkadia and the relief of Iskandria, the Koralon sending small forays through hyperspace to harass nearby human systems but reluctant to risk a decisive battle in distant systems while their newly won planet lies but partially assimilated.

This, then, is the last battlefield of the Incursion, Arkadia and its world, and the great city-continent of Iskandria.

The Releasing of the Spores

A few days after Admiral Cranmer's expedition left the Arkadian system the clouds began to appear, diffuse banks of fog drifting down from the Nephrite Ocean on the morning breeze, entwining Iskandria in smoky fingers and sliding through the streets and low places of the city like rivers of dust. The sickness happened almost immediately, the chills and nausea, the strange auditory hallucinations and the uncontrollable outbursts of rage or deep depression, and the terrible shaking palsy that seized the limbs.

From scores of up-thrust spikes, great towers piercing the wave tops like organic chimneys emerging from the deep, the Koralon released their spores in thick, choking clouds. Hundreds of thousands were infected in that first day, and certainly tens of thousands more once the coraline began to replicate in contact with biotic matter. Many of those infected where placed into quarantined conditions, given some manner of treatment and watched keenly by scientists, and eventually destroyed when the irreversibility of their fate could no longer be denied. But many more remained outside of such controls.

So, while the neutral zone plays host to an interfactional war the homeworld forces scramble to contain the coraline epidemic, and the streets of the Great Power Quarters sink into panicked chaos as fear and disease shatter the tenuous grip of civil authority. The free city itself, depopulated and despoiled, still contains many pockets of habitation; hardy refugee communities and armed gangs of looters, rich men with private armies and unprotected communities trusting to luck to see them through, stubborn loners and madmen like ghosts in the ruins. All potential prey of the infectious coraline microbe.

Now, while teams of gladiators ambush IDF reconnaissance patrols and cybernetic assassins stalk crime lords, while skirmish lines of androsynths advance under the withering fire from teams of colonial marines and disciplined gangs of Triads close to engage hulking Junker beasts, a new threat has emerged: skulking in the ruins, fleeting shapes in quiet buildings half-glimpsed beyond the panes. Hideous caricatures of humanity filled with the nihilistic compulsion to destroy stalk the streets of Iskandria in increasing numbers, and for every Hybrid seen ten more remain hidden, and countless more gestate in secret places. Their masters, too, have been seen; emerging on the undefended shoreline of the neutral zone to take command of their new made slaves. The infection of Iskandria has begun.

Breeder

CORNERED

The grids were down for the third straight day and that meant six flights of stairs and a series of five landings that had to be approached with caution, quietly so as not to blot any background sounds. Six flights down was no problem of course but later, her arms full of food tins and bandages and a sloshing, half-full plastic jug of water taken from the conapt block next door, the walk back up in the heat, with her busted ribs sliding painfully beneath the compression bandage and the stale air filtered through her mask hot as steam, that walk would probably kill her if the Koralon didn't get her first.

They'd been holed up in one of the big, low-income apartment block buildings that filled up nearly every scrap of residential land on the borders of the Four Bridges Industrial Sector for over a week now, waiting. The pipes had broken somewhere, or else had been shut off, and they took turns carting water in from next-door, going in pairs until that hadn't been possible. Avicea fitted the last of her autopistol ammunition into a fat ceramicite magazine and slammed it into the butt of her handgun. Holstering her weapon she nodded to an oblivious Pig, livid with fever and sweating already, and headed for the stairs.

Last night she had stove Skelus' skull in with a bar of gold because she couldn't spare another bullet.

Carefully down the steps and out the side door, and into the cool morning air. She squatted and listened to the silent city, no gunfire yet and no engines. No screams of the sick and deranged either, Avicea had heard more than her share of screams since the spores came rolling through the city in great clouds like all the smoke ever given off by the furnaces of hell. The grey poison fog had blotted out the sun for days.

She flattened her own rebreather to her face now, ran blunt fingers over the seams and probed for imperfections, adjusted and tightened the straps. She hadn't taken the mask off in days, she dare not. Avicea had been lucky, her rebreather was from captured civilian stocks, most of the face filters supplied to her maniple by the Junker municipal authorities had been about as much use against coraline inhalation as a damp rag.

And so they had gotten sick and died, in ones and twos, those killed in the Syntha ambush had been fortunate to be spared the raving sickness and painful assimilation as the coraline spread its metastatic fingers through their bodies, rewriting and shaping new forms until the victim's limbs grew tumescent with excess lymph and boils erupted on their hardening flesh like rust on old metal and their screams could no longer escape swollen throats and they finally passed out, exhausted, for one final sleep before some merciful hand put an end to the whole foul process.

Avicea had been clenching her fist until the bones hurt. She tried to force some relaxation, force out the tension in the muscles of her back and arms. She felt big and clumsy, liable to tip over. She couldn't breath right, and again she thought she might be sick. Sweat stung her eyes and Avicea squinted as the amber lenses of her rebreather began to fog. She fought an upsurge of nausea and wretched once, dryly, behind her mask before stumbling on her way.

She was right at the edge of the residential zone called Holdamant Village, walking along a ribbon of pavement that ran the length of the giant slab built flats where they faced the Four Bridges sector. To her right the sheer wall of a conapt, a pebbly beige cliff pierced with a thousand dark windows, to her left the ground sloped down into the seaside bowl that was the clean-energy industrial park of Four Bridges, an arrangement of block buildings, power and conversion plants, stock yards of all sorts, turbine sheds and highstack accumulators; a tumble of ugly functionality. Crisscrossing the region were three 'bridges,' two hyper-velocity maglev tubes running perpendicular to one another and a wide overpass for ground traffic. The fourth bridge dominated the skyline of the area; the massive farspanner that linked Iskandria Major with its mate arced over the channel like the graceful neck of some sea monster. Avicea needed to cross that bridge, needed to get to Iskandria Minor and Junker Town, but the Four Bridges sector had been a hot zone for the last week, ever since her dying maniple had made it to this place. So they waited, and the infection had spread.

All of these massive conapt buildings had their own supply centres, entertainment dens, and myriad other offices and stalls the purpose of which Avicea could only guess. As the neighbouring building came into view, identically massive to her own, she quickened her pace and drew her weapon. She'd run into them before, barely human monsters straining to rend her

flesh with their rock-hard claws, scuttling out of dark corners in quiet buildings like this one. You could never tell which places were safe.

Inside was as she'd left it days ago, the central vaulted promenade that ran much of the length of the building was quiet, ranks of stores and kiosks and little eateries, holo-dens and rec-rooms, and places for all manner of service or necessity lined the wide, high hall. The place was practically unscathed, almost tidy with but a scant littering of debris. Avicea went into the nearest shop stall and, moving past empty display stands, found a working sink in a utility room behind the counter. She didn't hesitate, thirst overpowering her fear of drinking contaminated water, half-filling her canteen she swished a bio-con test stick around and around in the stuff until it came out bright blue. Thrusting a drinking straw into the canteen she loosened her mask enough to admit the other end, and sucked cool water. She stayed there for a long time, slumped beneath the sink's mildewed tub drinking and refilling the canteen, and when the tears came they ran over cheeks hot with shame though no one was around to see.

She re-emerged more her self, wits hydrostatically restored and body satiated, the cold orb of liquid at the centre of her torso a battery lending its charge to her crudely articulated limbs. Avicea paced the shop stalls and, unable to read their signs and labels, tried to puzzle out their purpose from the holo-displays. She had scavenging to do and, though Avicea had been in most of these stores, she'd rather find what she needed here than go start some fresh survey of an unfamiliar building.

Avicea thought over the last few days, the prior evening. She was the last of her maniple alive and uninfected, lunatic Pig and the two Secutors Uliax and Markis lay on the verge of death back in the flat. She should leave them, Avicea knew, just walk away and look after herself and get as far as she could from the sickness and the wretched remnants of her command.

Her command. She cursed sharply in the muffled closeness of the rebreather; they were her team, she their leader. Avicea resumed her roving search of the conapt gallery, she'd find some food and some painkillers, joysticks would do in a pinch, and she needed something big for the water. She would treat them all to one last night, go up there with some decent chow and some stims and get them near enough comatose and then take care of them, one precious bullet each, blam, blam, blam. Then she'd grab a few hours sleep without any screaming to wake her and get moving early tomorrow morning, as soon as there was light enough to see by.

That's what she'd do, she nodded to herself, she owed them that at least. Besides, the capsule was still up in the flat.

Sounds pierced her thoughts, sent electric fingers dancing along her back and shoulders, froze her mid-stride. Again, shuffling, bodies moving along the nearest hall linking the promenade with the hab sections. Footfalls now, and scraping sounds like metal on stone. Heart pounding and limbs grown heavy, Avicea drew her pistol and backed away, looking for cover.

They had been incautious, walking upright into full view and standing, bewildered, even after Avicea had fired all eight shots in their direction. It had taken little more than a second, and as she turned to run she saw one fall, clutching his shoulder beneath the bulge of a respirator tube. She ran well despite her panic and weakened state, hardly noticing the tics of dust and powdered tile like little geysers all around her where flechettes stung the floor. She sprinted the length of a side hallway, then the next, recrossing her path and doubling back to find an exit.

He was like stone, a massive boulder smoothed by centuries beneath a river's raging course. Avicea ran straight into him, dense flesh like rubber-shod steel, and she pummelled him with the useless autopistol as he wrapped thick arms around her and pinned her to his midsection, its grotesque fatness pressing hotly against her, enfolding. As she lost breath, dullness overtaking the shrieking of her broken ribs, she was aware that more figures surrounded her, speaking in a tongue she could not understand. Drifting into unconsciousness she took strange comfort in the notion that at least now she was safe from the Koralon.

KORALON FORCES

Creating Koralon Forces

Brood and a variety of the smaller mutant hybrids provide the bulk of any Koralon force, usually led by a Broodmaster or Phazon. Larvans and the larger hybrids provide assault and support capabilities. When creating a Koralon force the following rules apply.

- Your force must contain at least four models selected from the following list: Brood, Harpikons, Reapers and Stingers. You may select any mix of these types.
- Your force cannot contain more CAL 1 models than it does CAL 0 models.
- our force cannot contain more than one CAL 2 model for every three CAL 0 or CAL 1 models.
- Your force must contain less CAL 3 models than it does CAL 2 models.
- f present in your force a Broodmaster or Phazon must be designated as leader.
- A Hybrid may only be chosen as leader if there are no Koralon present.

Koralon

Brood

The most common pure form of Koralon are the Brood, a simple, snake-like organism thought by scientists to be a close representation of the original form of the Koralon species. Brood seem to comprise a numerous labouring class within Koralon society, and fulfil a wide range of tasks. Those intended for war are larger and more resilient than their servile kin, better able to operate on land for long periods of time, and their limbs are augmented with scything blades and bony protective plates of coraline. Brood are often the first to burst forth from warp portals, closing quickly with the surprised enemy.

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	3	4	5	1	4	2	4	0-1

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Coraline Blade, Coraline Shield (as Battle-shield)	21	28	N/A	N/A

Special Rules
Fast
Camouflage

Options	Cost Modifier			
	CAL 0	CAL 1	CAL 2	CAL 3
Replace Camouflage with Stealth	4	6	N/A	N/A

Brood Leader

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	3	4	5	1	4	2	4	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
2 Coraline Blades	N/A	30	37	N/A

Special Rules
Fast
High Morale (+1)
Camouflage

Options	Cost Modifier			
	CAL 0	CAL 1	CAL 2	CAL 3
Replace Camouflage with Stealth	N/A	8	10	N/A

Larvan

It is conjectured that Koralon social hierarchy tells the story of Koralon evolution, that the greater complexity and intelligence found in successive castes mirrors the past development stages of the aliens' refinement of coraline based biological manipulation. Larvans are observably more intelligent and sophisticated than Brood, and in combat they are often deployed to take advantage of their initiative and cunning. They posses an extra set of limbs with which they can manipulate objects, and are often led by individuals wielding deadly neutron staffs.

AS	SH	ST	T	W	CD	SZ	MV	CAL
6	4	5	6	1	5	3	4	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Two Coraline Blades	N/A	30	37	N/A

Special Rules
Camouflage
Strike First

Options
None

Larvan Leader

AS	SH	ST	T	W	CD	SZ	MV	CAL
6	4	5	6	1	5	3	4	2-3

Options	Cost Modifier			
	CAL 0	CAL 1	CAL 2	CAL 3
Neutron Staff	N/A	N/A	70	84

Special Rules
Camouflage
High Morale (+1)
Strike First

Options
None

Broodmaster

Broodmasters are the warlords of the Koralon hordes, alongside Phazons they are always at the forefront of any invasion, whether controlling and directing attacks or spearheading assaults. Heavily armoured they are fearsome close combat opponents, and they exercise a powerful controlling influence over their inferiors.

AS	SH	ST	T	W	CD	SZ	MV	CAL
6	4	6	6	2	5	5	4	2-3

Options	Cost Modifier			
	CAL 0	CAL 1	CAL 2	CAL 3
Scythed Limbs (as Coraline Blade)	N/A	N/A	51	61
Loadout II	CAL 0	CAL 1	CAL 2	CAL 3
Neutron Staff, Scythed Limbs (as Coraline Blade)	N/A	N/A	92	111

Special Rules
Heavy Armour (0)
High Morale (+2)
Hybrid Control
Lethal Strike (x1)
Broodmasters cannot evade

Options	Cost Modifier			
Loadout I	CAL 0	CAL 1	CAL 2	CAL 3
Heavy Armour (+1)	N/A	N/A	6	7

Options	Cost Modifier			
Loadout II	CAL 0	CAL 1	CAL 2	CAL 3
Heavy Armour (+1)	N/A	N/A	11	13

Phazon

Phazons are the navigators of the Koralon fleet, and often play a leading role on the battlefield. Similar in form to Larvans, these masters of an alien science are able to channel potent energies through Phasing Staffs, producing startling gravitic effects and apparently warping space itself. Along with Broodmasters, Phazons are invariably present in major Koralon incursions, directing operations and creating the much-feared warp portals that appear core to Koralon tactics.

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	4	5	6	1	5	3	4	2-3

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Phasing Staff	N/A	N/A	49	59

Special Rules
Camouflage
Create Warp Portal
High Morale (+1)
Hybrid Control

Options
None

Warp Portals

Phazons seem to be able to sense the presence of other Koralon in the vicinity without the use of sight, even when separated by solid rock, thick walls or other natural or man-made impediments. This awareness even seems to extend as far as allowing them a limited awareness of their fellows' surroundings, as if viewing the world through their eyes.

This power, combined with their ability to seemingly warp space itself, makes them particularly threatening on the battlefield. By using its kin as a kind of focussing point, a Phazon can create temporary warp portals that are joined by some kind of 'tunnel' through n-space. Such portals are stable but short-lived, and allow almost instant travel between one another. For each Phazon in your army you'll need a pair of counters to represent these portals.

Creating Warp Portals

Warp Portal creation requires high levels of concentration in order to be successful, and if the Phazon is distracted or not entirely focused on the task there is chance of failure.

A Phazon can attempt to create a portal instead of making a snap shot, move and snap shot, or aimed shot action, but the added focus and concentration indicated by an aimed shot makes this option the more effective choice. The following rules apply.

- Panicked Phazons cannot attempt to create portals.
- If portal creation is being attempted instead of a snap shot, or move and snap shot, the Phazon must make a successful command check in order to create the portals, and moving incurs a -1 penalty to the d10 roll.
- If the attempt is successful, place a counter that represents one of the portals within 3 inches and LOS of the Phazon or any other model in the Phazons force. Then, applying the same criteria, place another counter that represents the other portal. Neither portal can be placed within 1 inch of any enemy model.
- If portal creation is being attempted instead of an aimed shot it automatically succeeds, no command check is required. Instead make a command check rolling 1d10 for each point of the Phazons CAL stat. For each d10 roll that passes the check, add 2 inches to the distance from friendly models at which the portals may be placed.
- Portals remain in place until the Phazon performs another action, is next activated, engaged in close combat, wounded, or fails a command, morale, rally or shock check.

Using Warp Portals

Portals are used by the Koralon to move swiftly from one part of the battlefield to another, often surprising their opponents as they appear in their midst. The following rules apply.

- Models from the Phazons force can enter one portal by moving into base contact, and exit through the other. Place exiting models in contact with the edge of the counter, and measure any remaining move distance from this point.
- When exiting a portal a model can complete its turn just as it would normally, including completing any remaining movement, shooting, charging into close combat, making follow-on actions etc.
- A model that is intending to enter a portal can declare a charge against an enemy model that is within reach of the exit portal, as long as the target model is within LOS of the charging models exit point.
- Portals do not block LOS and provide no obstacle to movement. Friendly models not wishing to travel through the portal, or enemy models, may pass over it or end their movement on it if they so wish.
- If a model wishes to enter a portal that is obstructed by another model, simply move the model into contact with the obstructing model and consider that as the entry point. The restriction against contacting enemy models unless as a result of a charge does not apply in this case.
- If a model wishes to exit a portal that is obstructed by another model, place the exiting model in base contact with the obstructing model if it is friendly, or 1 inch away from it if it is an enemy. Then measure any remaining movement from that point.

Hybrids

Reaper

A nightmare tangle of crab-like claws and scything limbs, the Reaper is a dangerous opponent in close combat. Reapers are the most primitive of hybrids, and are apparently the result of simple coraline infection. Though many do not survive the transformation, the populations of entire colonies, even worlds, have been twisted into such hideous forms. Vicious, almost mindless, hordes of Reapers often form the vanguard of a Koralon force, scuttling madly forward to swarm enemy positions. Once human, they are now little more than disposable threshing machines.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	3	4	5	1	2	3	5	0

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Scythed Limbs (as Coraline Blade)	15	N/A	N/A	N/A

Special Rules
Impetuous
Shock Trooper
Reapers cannot evade

Options
None

Stinger

Stingers, like all hybrids, seem to be the result of coraline infection of a host body, probably by spores released from the Koralon seeder ships. Gruesomely elongated tracheas project from their misshapen mouths, spitting forth needle-like splinters of hard resinous material. Reports from conflict zones suggest that their numbers are increasing, leading to conjecture that they may be a Koralon response to superior human firepower.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	2	2	4	0

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Trachulous, Scythed Limbs (as Combat Blade)	12	N/A	N/A	N/A

Special Rules
Impetuous
Stingers cannot evade

Options
None

Harpikon

With leathery bat like wings and warped and twisted bodies, Harpikon hybrids are distorted out of almost any resemblance to man. Incapable of true flight, they can make short swooping glides, and on the ground move with an awkward hopping gait. These creatures are less erratic than Reapers or Stingers, and appear to have at least rudimentary intelligence. They usually attack by clawing with steel hard talons, though there are reported instances of creatures able to spit corrosive venom to startling distances.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	4	1	3	2	6	0

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Talons (as Combat Blade)	19	N/A	N/A	N/A

Special Rules

Jump Trooper

Some Harpikons can spit corrosive venom. The attack cannot be used in close combat, and has the following profile: Short Range, To Hit 0, DAM 4.

Options	Cost Modifier			
	CAL 0	CAL 1	CAL 2	CAL 3
Spit Venom	8	N/A	N/A	N/A

Hydra

Hydras are large worm like hybrids that sprout a writhing cluster of barely recognisable human heads. At either end of their tubular bodies are rings of grinding teeth, from which flick barbed tongue like appendages. Utterly mindless, they are highly aggressive and appear largely impervious to pain or injury. It's thought that these creatures are the unnatural result of an extreme form of coraline spore mutation, though some scientists speculate that they are the result of terrible biological engineering by the Koralon.

Hydras spend most of the time underground. They inhabit networks of underground tunnels, and emerge only to rend and consume prey, or when summoned by their Koralon masters. Areas of Hydra infestation can be detected on the surface by the debris filled holes, or 'vents', that they habitually use as access points. Needless to say, approaching such a vent can be extremely hazardous.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	3	5	5	2	2	5	4	0

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Teeth / Barbed Tongue (as Coraline Blade)	23	N/A	N/A	N/A

Special Rules

Heavy Armour (0)
Immune to Panic
Immune to Shock
Impetuous
Lethal Strike (x1)
Surface Vent Deployment
Hydras cannot Evade

Options	Cost Modifier			
	CAL 0	CAL 1	CAL 2	CAL 3
Trachulous	6	N/A	N/A	N/A
Each additional secondary vent	10	N/A	N/A	N/A

Surface Vents

At the start of any battle a Hydra is always hidden within its network of subterranean tunnels. It only appears on the battlefield if its player decides to reveal it, or if it's revealed by the close proximity of an enemy model to the vent it's currently occupying.

When you purchase a Hydra for your force you get the creature itself, and two vents: a primary vent and a secondary vent. In addition you can purchase up to two more secondary vents by paying the points cost shown in the options section of the Hydras profile. Vents are used to show the possible deployment points for the Hydra during the game, and you'll need to represent them with counters on the battlefield.

Deployment

During deployment do not deploy the Hydra model itself, instead when it is your turn to deploy one of your models deploy a vent. The following rules apply.

- The primary vent must be deployed before any of the secondary vents. It must be deployed in your deployment zone just as a normal model would be.
- Secondary vents may be deployed anywhere on the battlefield, except within an enemy deployment zone or within 6 inches of an enemy model.
- If an opposing player subsequently deploys a model within 6 inches and LOS of a vent, you must either immediately deploy the Hydra at that vent, or declare the vent unoccupied. In either case remove the vent counter.
- Immediately the Hydra model is placed on the table remove all remaining vent counters.

Orders & Activation

Once the Hydra model is on the battlefield it can be given orders, activated, and perform actions etc just as any other model would. However until then the following rules apply.

- Give orders to the Hydra in the usual way, just as you would any other model, marking its order tracker, or placing a counter beside the primary vent.
- If you choose to reveal the Hydra when you activate it, centre it over the vent of your choice. Then continue the models turn, performing whatever actions are appropriate just as you would any other model.

Larvan Leader

- If you choose not to reveal the Hydra when you activate it, simply declare that the Hydra has been activated and completed its turn.
- If an enemy model moves within 6 inches and LOS of a vent then the Hydra may have been revealed. You must either immediately reveal the Hydra and centre it over that vent, or declare the vent unoccupied. In either case remove the vent counter. If the vent is the last remaining one the Hydra must be revealed and placed as described.
- Immediately the Hydra model is placed on the table remove all remaining vent counters.

Breeder

The Breeder is a blasphemy against the human form, little more than a swollen birthing sack topped by an atrophied torso and shrunken limbs; its probing, insect like legs barely adequate to propel its awkward mass. With piercing shrieks of pain it announces the birth of its unnatural spawn, the Skull Swarms, embryonic creatures with disturbingly human features. The Breeder continually produces these swarms, which in battle surge forward in locust-like clumps, sowing confusion amongst the enemy.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	3	4	5	2	3	4	3	0

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Scythed Limbs (as Combat Blade)	22	N/A	N/A	N/A

Special Rules
Slow Strike
Breeders cannot evade
Create Skull Swarms

Options
None

Skull Swarms

Breeders produce a constant stream of Skull Swarms, scuttling masses of small multi legged hybrids, the creatures are so called because they resemble nothing so much as a deformed human skull on legs. Unless in huge numbers, the creatures pose little physical threat to any but the smallest of creatures; stamping or squashing easily destroys them. However their mobbing attacks are extremely distracting, so they can pose a subtle threat on the battlefield.

AS	SH	ST	T	W	CD	SZ	MV	CAL
0	0	0	1	1	3	1	6	0

Equipment	Cost
None	N/A

Special Rules
Impetuous
Immune to Panic
Immune to Shock
Skull Swarms cannot evade

Options
None

Using Skull Swarms

When you purchase a Breeder for your force you get the creature itself, and three Skull Swarms. As the game progresses the Breeder will be able to generate new swarms to replace those that are destroyed.
In many respects the swarms are treated just as any other model would be, give them orders and activate them etc in the usual way. However in some situations the following rules apply instead.
- During deployment, deploy the swarms at the same time as you deploy the Breeder. Swarms must be placed in base contact with the breeder.
- If an enemy model charges into contact with a Skull Swarm, the swarm is automatically destroyed. There is no need to roll for first strike or to hit etc.
- If a Skull Swarm charges into contact with an enemy model no close combat takes place, the swarm is automatically destroyed. However the enemy model must make an immediate shock check with a -2 penalty to the d10 roll.
- Models of SZ 5 or greater, that are immune to shock, or that are already suffering from shock, are unaffected by swarms. A swarm that contacts such a model is automatically destroyed.

Creating New Swarms

Breeders can generate limitless quantities of swarms to replace those that have been destroyed. The following rules apply.
- If there are less than three of a Breeders swarms currently on the battlefield when it is activated, then in place of a normal action, the Breeder may generate enough swarms to replace those that have been destroyed, bringing the total number back up to three. Place newly generated swarms in base contact with the breeder.
- Immediately issue newly generated swarms with orders of the same or lower priority as the breeder. For example if the breeder generated the swarms in place of a snap-fire action, the swarms may be issued with snap-fire or lock-fire orders. The swarms are eligible for activation during the current game turn in the usual way.

NEW FORCES: Vasa

Sumo Bodyguard

Triad bosses live in constant danger of assassination, whether from the hired killers of another clan or the ambitious members of their own gang. In the complex web of family and group loyalty that is Triad society it is sometimes best to employ 'outsiders,' individuals who have no clan or family ties to interfere with their personal loyalty. The Sumo Bodyguards are such men, separated from their families in childhood and raised in special schools they are sold to any clan boss who can afford their services. Iron-muscled frames sheathed in mountains of fat, the Sumotori are the products of a strange bodybuilding regimen of force-feeding, hormone injections, and tortuous strength and endurance routines. With surprising speed they interpose themselves between their boss and potential threats, a living wall of unyielding flesh capable of sustaining grievous wounds. They are masters of unarmed combat, using mass and leverage to their advantage, though many Sumotori prefer the bone-crunching power of the kanabou, a weighted iron club.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	5	5	1	4	3	4	1-2

Equipment			Cost	
Loadout I	CAL 0	CAL 1	CAL 2	CAL 3
Club (as Combat Blade)	N/A	26	N/A	N/A
Loadout II	CAL 0	CAL 1	CAL 2	CAL 3
Two Combat Blades	N/A	N/A	34	N/A

Special Rules
Immune to Panic
Immune to Shock
Shock Trooper

Options
None

Kabuki Doll

Kabuki is an ancient stylised dance form of such complexity and nuance that only the most cultivated of aficionados can truly appreciate its subtleties. Revitalized and adapted for the tastes of the more traditional-minded Triad Bosses it has become an iconographic form of status entertainment in the criminal underworld, especially on Iskandria. Most performers of Kabuki theatre are professional dancers and actors, however a small and secretive cult of masked assassins also trains its members in Kabuki, treating the intricate gestures and extreme posturing of the dance as the basis for a martial art form. These Kabuki Dolls, as they are called, receive lifelong training in diverse arts, from assassination, protection, and diplomacy, to proficiency with exotic and traditional weapons like the naginata and battle-fan, as well as skill with a musical instrument, rhetorical excellence, and of course Kabuki dance. Triad bosses flaunt their Kabuki Doll escorts when in public, as there is no greater status symbol in underworld society, and accomplished Kabuki Dolls can command the price of a starship for a single evening's entertainment-or a single, spectacular kill.

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	4	4	4	1	5	2	4	1-2

Equipment			Cost	
Loadout I	CAL 0	CAL 1	CAL 2	CAL 3
Naginata	N/A	32	40	N/A
pole-arm, Shuriken				
Loadout II	CAL 0	CAL 1	CAL 2	CAL 3
Two Combat	N/A	31	38	N/A
Blades, Shuriken				

Special Rules
Combat Precognition
Hard-to-Hit
High Morale (+1)

Options
None

Hatamoto

Those retainers that distinguish themselves as more than street brawlers and petty criminals become part of a clan's inner circle in the form of Hatamoto. These are the elite foot soldiers of a Triad clan, ferociously dedicated to their patrons, accomplished in the martial arts, and experienced in war. They form the private armies of top bosses and are paid as professional warriors rather than being assigned territories or gangs to run. Thus removed from the dirty business of organized crime, they instead spend their time perfecting their martial skills and cultivating a full range of meditative and artistic disciplines, and many Hatamoto have brought honour to their clan as poets or painters. These warriors are great respecters of tradition, and thus favour the weapons of their ancestors, the katana and naginata.

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	4	4	5	1	5	2	4	1-2

Equipment	Cost			
Loadout I	CAL 0	CAL 1	CAL 2	CAL 3
Naginata pole-arm	N/A	23	29	N/A
Loadout II	CAL 0	CAL 1	CAL 2	CAL 3
Combat Blade, Battle-shield	N/A	22	28	N/A

Special Rules
None

Options
None

Hatamoto Viper Wing

While Triad runners accelerating through the night streets of Iskandria on fragile, ultralight zip bikes may have been a common sight in the days before the Koralon Incursion, current conditions demand something better. The VASA Viper Wing road bikes are perfectly suited to the chaos of urban war, a fine balance between speed, manoeuvrability, and, due to their rugged suspension, all terrain capability. These bikes are ubiquitous on VASA garrison worlds, and the Triad gangs have had little difficulty in acquiring them for use by their elite soldiers.

AS	SH	ST	T	W	CD	SZ	MV	CAL
5	4	4	6	1	5	4	8	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Autopistol, Combat Blade	N/A	33	41	N/A

Special Rules
Hatamoto Viper Wings cannot evade

Options
None

Dragon Rocket Launcher Team

Dragon Rocket Launcher Teams signal the transformation of the Triads from an irregular underground force of gangsters to a field army capable of waging war in the streets of Iskandria. Dragon Rocket Launchers are easily fabricated, and simple to operate and manoeuvre; and these weapons provide valuable support for Triad infantry. Originally intended as a way to set fire to enemy held buildings, the Dragon Rocket Launcher is now being pressed into service in increasing numbers as a way to thwart the ever growing numbers of Koralon in the city.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	4	1	4	2	4	0-1

Equipment	Cost			
Gunner	CAL 0	CAL 1	CAL 2	CAL 3
Dragon Rocket Launcher, Combat Blade	22	30	N/A	N/A
Loader (Minimum 1, maximum 3)	CAL 0	CAL 1	CAL 2	CAL 3
Combat Blade	14	18	N/A	N/A

Special Rules
Weapon Team

Options
None

NEW FORCES: SYNTHA

Medusa Class Biomech

Strangest by far of the new class of cyber-augmented biomechs is the Medusa. Alien in form, the Medusa is more machine than flesh, its human torso mounted atop an articulated tail like that of a snake. On the battlefield the Medusa is smoothly and eerily quiet as it swoops and leaps around the battlefield. Suspended in a bubble of null-g provided by its gravpack, its bladed tail provides both balance and enhanced close combat capability.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	4	1	5	2	4	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Gauss Pistol,	N/A	32	41	N/A
Bladed Tail (as Combat Blade)				

Special Rules
Jump Trooper

Options
None

HK 2800 Grav Bike

The HK2800 model grav bike is a highly specialized weapons system, sporting an up-armoured carapace and increased firepower in the form of a pair of rotary-barrelled cannons. Sacrificing flat out speed for improved manoeuvrability, the HK2800 weaves through the complexities of the urban environment with unmatched agility. Perhaps its most innovative feature is its replacement of a human pilot with a grafted androsynth, blending bike and rider into a single, intelligent machine.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	6	6	1	5	4	8	0

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Chaingun	39	N/A	N/A	N/A

Special Rules
HK2800 cannot evade

Options
None

Prometheus Class M-Synth

The Prometheus class M-Synth is a development of the original Macrosynth Heavy Walker. The emphasis of the new model is on anti-personnel ordinance. The two typical loadouts are the MLRS, focussed on long ranged support, and the plasma projector variant, designed for short range cleansing operations.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	6	6	2	5	5	4	0

Equipment	Cost			
Loadout I	CAL 0	CAL 1	CAL 2	CAL 3
MLRS, Pulse Rifle (Arm mounted)	46	N/A	N/A	N/A
Loadout II	CAL 0	CAL 1	CAL 2	CAL 3
Plasma Projector	46	N/A	N/A	N/A

Special Rules

Heavy Armour (0)
Immune to Panic
Slow Strike
Lethal Strike (x1)
Macrosynths cannot evade.
In close combat Macrosynths attack by stomping and bludgeoning, treat as improvised weapons.

Options	Cost Modifier			
Loadout I	CAL 0	CAL 1	CAL 2	CAL 3
Heavy Armour(+1	5	N/A	N/A	N/A

Options	Cost Modifier			
Loadout II	CAL 0	CAL 1	CAL 2	CAL 3
Heavy Armour (+1)	5	N/A	N/A	N/A

NEW FORCES: JUNKER

Vulcan Gladiator

In the boundless depravity of the games ever escalating levels of violence are just another way to pack the seats of the Great Arena, and the meeting of high explosives and human flesh is a sure recipe for an evening's entertainment. Portions of many gladiator shows are often reserved for various displays of detonation, from explosive executions to bomb-flinging duels between teams of Vulcans. These specialists in the 'art of boom' have proven valuable adjuncts in Iskandrian warfare, where their skill with the thrown grenade and their love of destruction has made them valuable support soldiers for the Gladiator legions.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	3	4	4	1	4	2	4	0-2

Equipment	Cost			
Loadout I	CAL 0	CAL 1	CAL 2	CAL 3
Combat Blade, Hand Grenades (Ironglass Earsplitter)	18	24	N/A	N/A
Loadout II	CAL 0	CAL 1	CAL 2	CAL 3
Riot Shotgun, Hand Grenades (Ironglass Earsplitter)	N/A	25	31	N/A

Special Rules
None

Options
None

NEW FORCES: VIRIDIAN

Colonial Marine HMG Team

Viridian tactical doctrine places great emphasis on weapon teams, and Colonial Marine Heavy Machine Gun Teams are perhaps the most common variant in Iskandria. In the tight avenues and open lanes of fire present in the urban war zone the Viridians have adopted a heavy machine gun that combines the suppressive firepower of the bulkier mounted chaingun units with the lightweight portability of squad support guns. Viridian heavy machine guns (HMGs) are durable and easily maintained, and in battle they are extremely valuable support assets, boasting a very high volume of fire.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	4	2	4	0-2

Equipment	Cost			
Gunner	CAL 0	CAL 1	CAL 2	CAL 3
HMG, Autopistol	28	38	47	N/A
Loader	CAL 0	CAL 1	CAL 2	CAL 3
(Minimum 1, maximum 3)				
Autopistol	15	20	25	N/A

Special Rules
Weapon Team

Options
None

Colonial Marine Mortar Team

Colonial Mortar Teams provide invaluable supporting fire for their marine comrades. Long a favourite weapon in urban areas, the mortar is essentially a very light artillery piece, easily portable and operated, simple to maintain in hostile conditions, and very useful in destroying enemy infantry in the tight confines and bottlenecks common in the rubble-choked alleys and streets of a city combat zone. Like their HMG counterparts, these support teams greatly multiply the effectiveness of any force to which they are assigned.

AS	SH	ST	T	W	CD	SZ	MV	CAL
3	4	4	4	1	4	2	4	0-2

Equipment	Cost			
Gunner	CAL 0	CAL 1	CAL 2	CAL 3
Mortar, Autopistol	21	28	35	N/A
Loader	CAL 0	CAL 1	CAL 2	CAL 3
(Minimum 1, maximum 3)				
Autopistol	15	20	25	N/A

Special Rules
Weapon Team

Options
None

Urban Interdict

Augmenting the ever-swelling numbers of the Viridian volunteer army on Iskandria are companies of specialists, such as Shock Marines and Special Forces Commandos, which comprised part of the original garrison of the Viridian Quarter. Urban Assault Interdicts are such specialists, experienced soldiers trained for fast combat insertion behind enemy lines. Equipped with a sophisticated gravchute and rugged, shock-absorbing drop harness these soldiers most often arrive to the battlefield from the air, jumping from low-flying craft to open another front of fire against the enemy or strike weak points to their rear. This versatility makes them ideal for deep strikes, search and rescue, and interdiction and disruption missions.

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	5	1	5	2	4	1-2

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Two Gauss Pistols	N/A	32	40	N/A

Special Rules
Drop Trooper
High Morale (+1)

Options
None

Urban Interdict Sergeant

AS	SH	ST	T	W	CD	SZ	MV	CAL
4	4	4	5	1	5	2	4	1-3

Equipment	Cost			
	CAL 0	CAL 1	CAL 2	CAL 3
Two Gauss Pistols	N/A	35	43	52

Special Rules
Drop Trooper
High Morale (+2)
Tactical Awareness

Options
None

RULES UPDATES

Ranged Templates

(This updates and replaces the Ranged Templates section on page 19 of the English language Urban War Issue Zero)

Ranged template weapons usually use a circular template. As the name implies they can operate at reasonable ranges. Examples of ranged template weapons are grenades, grenade launchers and mortars. Roll to hit as normal, if a hit is scored centre the template on the target model. All models covered or partially covered are automatically hit, and the following rules apply.

- A model that is struck by a direct hit from a ranged template weapon takes a hit at the full strength shown in the weapons profile. For example if the weapon profile shows DAM 5, the model takes a DAM 5 hit. Roll for damage in the usual way.
- A model that is covered or partially covered by a ranged template, but that was not struck by a direct hit, takes a hit at half the strength shown in the weapons profile, rounding down. For example if the weapon profile shows DAM 5, the model takes a DAM 2 hit.

If a ranged template weapon misses it could still affect an area somewhere nearby, although not the one intended. For this reason it's important to determine whether it still poses a threat, and if so where it lands, as it might hit another model. Use the following procedure to find out where it goes.

1. Roll 1d10 so that it lands as close as possible to the original target model. If the dice shows an odd number on its upper face, the shot has no further effect. It may have been a dud, disappeared over the horizon, or landed in an unoccupied area of the battlefield. However if an even number shows, it lands nearby, deviating from the model in the direction indicated by the upper face of the dice.

2. To determine how far a shot deviates roll 1d10 per range band to the target model, excluding the CC band. For example if the target is in short range roll 1d10, if in medium range 2d10 and so on. Total the d10 scores and divide the result by two; this gives the distance in inches that the shot deviates. Irrespective of the total score the shot cannot deviate by more than half the measured distance between the shooting model and the original target model.

3. Centre the template on the point where the shot strayed to as generated above. Any models covered or partially covered by it take a hit at half the strength shown in the weapons profile, rounding down.

Shock

(This updates and replaces the Shock section on page 17 of the English language Urban War Issue Zero)

A shocked model has been distracted or surprised by the incoming fire, causing it to hesitate and lose concentration. The model misses a turn, and the way this is applied depends on whether the model has previously been activated, is currently active, or has yet to be activated. The following rules apply.

- A previously activated model loses its next turn; so cannot be activated during the following game turn. Instead it will count as having completed its turn, perhaps place a marker by the model to act as a reminder.
- An active model is stopped in its tracks; its turn is ended without completing its current action, and it cannot check for any follow-on actions. As above, the model also loses its next turn.
- An inactivated model counts as having been activated and completed its turn. However it can be activated as normal during the following turn.
- A shocked model cannot be shocked again during the current game turn. There is no need to check if it suffers subsequent hits.

New Rules

Support Weapons

Some weapons are far too heavy or complex to be controlled by only one operator, and we class such weapons as either 'light' or 'heavy' support weapons. Examples of light support weapons are tripod or bipod mounted heavy guns and light mortars, and heavy support weapons include wheeled rocket launchers, and other man portable artillery pieces.

The main difference between a support weapon of either type and any other weapon, is that a support weapon requires a minimum two man 'weapon team' to operate it. Weapon teams and their operation are fully described under the Weapon Team special rule.

Heavy Support Weapons

Due to their large size and weight heavy support weapons cannot be manoeuvred or turned quickly, and the following rules apply.

- Heavy support weapons have a restricted front facing, limited to a 45-degree arc to their front. In order to target a model that lies outside this arc, the weapon team must first expend a move or rush action to physically turn the weapon. Use the supplied fire arc template to help determine whether or not possible targets are within the weapons fire arc.
- Heavy support weapons cannot be moved quickly. Weapon teams deduct 2 inches from the total distance moved when rushing with such a weapon.

New Special Rules

Drop Trooper

Models with this special rule are not deployed in the usual way. Instead the Drop Trooper can be deployed, have orders issued, and be activated during one of the controlling players turns, in place of activating one of his or her other models.

The model can be deployed within 6 inches of any table edge, but not within 12 inches of any enemy models. Once the model has been deployed it must be issued over-watch orders and be activated immediately. The controlling players turn is then ended.

Hybrid Control

Models with this special rule possess an innate influence over nearby Koralon Hybrids. Their mere presence

steadies such creatures, overriding their erratic nature and improving general performance.
Hybrid models within 6 inches of a model with Hybrid Control can re-roll failed command checks. They only get to re-roll once per check and must abide by the result of the second dice roll.

Immune to Shock
Models with this special rule might be exceptionally well-focussed, oblivious to risk or their surroundings, or just incredibly stupid. Whatever the reason such models are impossible to distract. They never suffer from shock, and therefore never make shock checks.

Weapon Team
Weapon teams are specially trained troops that operate support weapons. When you purchase a weapon team for your force you get a team consisting of two members, the 'gunner' and the 'loader'. Gunners, as the name suggests, operate the weapon. Loaders assist by loading it, helping move it, and also by carrying ammo, or by steadying the weapon during firing. In addition some teams allow the purchase of additional loaders, these are often useful to replace casualties, help defend the team etc. The following rule applies.

- Deployment: Deploy all members of a team at the same time. One loader must be in base contact with the gunner, and any additional loaders must be within 6 inches of the gunner.

Using Weapon Teams
In all respects, unless the team is being used to operate the heavy weapon, the models act just as any other would. They are given individual orders, activated etc in the usual way. However, when you wish to have the team operate the support weapon the following rules apply.

- Gunners: In order to move with or fire a support weapon, the gunner model must declare a 'team action' when it is activated, see the Team Actions section below for details. If the gunner is not being assisted by at least one loader (see below) it must make a successful command check in order to perform the action, adding a +1 bonus to the d10 roll per point of CAL. A failed command check results in the action being wasted, and the gunners turn ended.
- Loaders: When a team action is declared up to two loader models that are in base contact with the gunner can be activated to help the gunner with his task. In order to be activated in this way the loaders must have received the same orders as the gunner, not have been previously activated, and not be engaged in close combat.
- While carrying out team actions, the gunner and loaders move and fire as if they comprise a single model. The gunner performs the task, whether it is moving, firing, checking for follow-on actions etc, and the loaders do nothing other than assist. Base contact between gunner and loaders must be maintained at all times.
- Once a team has completed its turn, the gunner and loaders revert back to their usual status as separate models. All count as having been activated and completed their turn.

Team Actions
The possible team actions available to a weapon team depend on whether they are operating a light support weapon or a heavy support weapon. Heavy support weapons are bulkier and less manoeuvrable than the light variety. See the Team Action Table below.

Team Action Table

Light Support Weapon	Heavy Support Weapon
Disruption shot	Disruption shot
Move	Move
Snap shot	Rush
Rush	Aimed shot
Aimed shot	

Abandoning weapons
In extreme circumstances weapon team gunners may abandon their weapon. They may wish to do so for a variety of reasons, but whatever the circumstances the following rules apply.

- Unless forced to abandon its weapon by enemy action (detailed below), a gunner model that wishes to do so must declare that it is abandoning its weapon as soon as it is activated, before it performs any actions.
- An abandoned weapon is permanently lost; it cannot be retrieved later. The gunner model and any remaining loaders fight the remainder of the battle as independent models.

Enemy action and team casualties
Weapon teams are as likely to be the target of enemy shooting or close combat attempts as any other models in your force. Team members may be shocked or killed, or the team's actions disrupted in some other way. The following rules apply.

- Enemy models can shoot at or charge a weapon team just as they would any normal model, doing so by targeting a single model in the team. The target of such action is treated in all respects just as any other model would be.
- Heavy support weapon gunners cannot evade, counter-charge or counter-attack, unless they abandon the weapon as they do so.
- If a gunner is killed, any loader that is currently in base contact can take over as gunner. Simply declare that this is occurring, remove the loader model, and replace it with the gunner model.
- If a gunner is killed and there are no loaders in base contact the weapon is assumed destroyed, and any remaining loaders fight the remainder of the battle as independent models.
- If a weapon team member is killed or shocked while carrying out a team action with other team members, the survivors can still complete the action. However if there is only a single survivor, this is subject to passing a command check as described earlier in the Using Weapon Teams section.

ARMOURY

Coraline Blade

Coraline Blade describes a variety of weapons that resemble swords, scythes, knives and the like, as well as encompassing the coraline encrustations that form natural weaponry such as razor sharp or spiked limbs or tails. Koralon are natural hand-to-hand fighters, and these diamond-hard and incredibly sharp weapons are excellent at close quarters.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	ST+0	-	-	-	-	-	-	-	-

Type: 1 Handed, Melee
Special Rules: Armour Piercing 1

Dragon Rocket Launcher

Dragon Rocket Launchers come in a wide variety of shapes and sizes though all share the same basic characteristics. The usual configuration consists of six launch tubes mounted on a light two-wheeled carriage. Muzzle loaded, in use all six rockets are fired almost simultaneously, the rippling launch accompanied by a shrieking howl and lancing streaks of flame. The weapon is not particularly accurate, and is clumsy to manoeuvre, but nonetheless it is a very effective long range anti personnel weapon.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	-2	5	-1	5	-2	5	-3	5

Type: Heavy Support Weapon, Indirect Fire, Ranged Template
Special Rules: Uses the Large Circular Template.

Gauss Pistol

Heavy and possessed of a serious kick, Gauss Pistols pack a powerful punch. Developed from the same technology as Gauss Rifles they are possibly the ultimate in projectile firing side arms. Expensive as they are to manufacture these weapons are rarely seen outside of military use. Indeed, civilian ownership is frowned upon on most civilised planets.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	5	0	5	-	-	-	-	-	-

Type: 1 Handed
Special Rules: None

Hand Grenade (Ironglass Earsplitter)

Crudely manufactured, the stick handled Ironglass Earsplitter is nonetheless an effective hand grenade. Though not the most powerful weapon of this type, a quirk in its construction results in a particularly loud blast on detonation, often stunning the target.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	0	3	-	-	-	-	-	-

Type: Indirect Fire, Ranged Template
Special Rules: Uses the Small Circular Template. Models forced to make a shock check due to suffering a hit from this weapon suffer a -2 penalty to the d10 roll.

Heavy Machine Gun (HMG)

Normally mounted on a collapsible tripod and crewed by two man teams, heavy machine guns are powerful and reliable weapons with an impressive rate of fire. They fire high velocity rounds of fairly large calibre, and such ammunition is usually supplied by belt feed, though drum magazine types exist. If situated well, with interlocking fire zones, HMGs can dominate entire areas of the battlefield, making them impassable to all but the most well armoured of enemy troops.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	0(x2)	6	0(x2)	5	-1(x2)	4	-2	3

Type: Light Support Weapon
Special Rules: None

MLRS

MLRS are multiple launch rocket systems that fire clusters of high explosive missiles. These missiles can either be deployed on racks, multi-barrelled launchers, or as sub-munitions of a larger rocket that breaks apart mid-flight to release several independently targeting warheads. They are awesome long-range anti-personnel weapons. MLRS are true heavy weapons systems and as such can only be mounted on a vehicle or other platform of some sort.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	-	-	-1	6	-2	6	-3	6

Type: Mounted, Indirect Fire, Ranged Template
Special Rules: Uses the Large Circular Template

Mortar

Mortars are light man portable support weapons that in that haven't changed much in the face of advancing military technology, in essence consisting of a launch tube and an adjustable bipod. In operation a round is dropped into the tube, and on contact with the firing pin at its base, the round fires out in a high arc exploding where it lands.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	-	-	-1	5	-1	5	-2	5

Type: Light Support Weapon, Indirect Fire, Ranged Template
Special Rules: Uses the Circular Template

Natural Weapons, Built in Weapons & Hand Weapons

Many creatures and machines are not equipped with close combat weapons as such, but are still dangerous close combat opponents because of their natural or built in weaponry. These weapons can take all manner of forms; they could be teeth, claws, pincers, spiny outgrowths or sharp scything limbs etc. Likewise troops can be armed with a wide array of different close combat hand weapons. Axes, clubs and hammers etc are all effective close combat weapons.

If a model has weapons of this kind, its profile may show it as being equipped with whatever type of close combat weapon best describes its effects. For example a creature with long sharp claws might be shown as being equipped with 'Claws (as Combat Blade)'. In other cases, if a models weapon can't easily be described in terms of a normal weapon, then its effects will be detailed in the special rules section of its profile.

Neutron Staff

Neutron Staffs are formed from a strange coraline-neutronium compound and are pocked with numerous twisting channels and bulbous protrusions. They are commonly wielded by Broodmasters and Larvans, and seem to be a means of focussing and amplifying their powers. The resulting pulses of spatial warping are extremely effective even against heavily armoured opponents, and in close combat these energies surround them in a barely visible shimmer. At range they emit a deep vibrating roar as they deliver a burst of rapid and powerful warp pulses that violently distorts the fabric of their target.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	ST+0	0(x3)	5	-	-	-	-	-	-

Type: 2 Handed, Melee, Armour Piercing 2
Special Rules: None

Phasing Staff

Phasing Staffs are formed from a similar coraline-neutronium compound as the Neutron Staffs carried by Broodmasters and Larvans. They are utterly alien artefacts, and some scientists conjecture that they may even possess a level of 'sentience' for want of a better word. They appear to be used by Phazons as a means of focussing and amplifying their powers, and seem to be indispensable in the creation of portals and other gravitic and space warping effects.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	ST+0	-	-	-	-	-	-	-	-

Type: 2 Handed, Melee, Armour Piercing 1
Special Rules: None

Plasma Projector

Plasma projectors release a sustained burst of plasma, which rapidly expands before cooling and dissipating. The plasma is controlled by an EM field that expands with the payload before breaking down when the effective range is exceeded. Because of their size, power requirements and the shielding needed to protect the user; these weapons are only suitable for mounting on vehicles or larger Synths.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	-	-	-	-	-	-	-	-

Type: Mounted, Directly placed template weapon, Incendiary.
Special Rules: Uses the Large Teardrop Template. The weapon does 6 DAM.

Riot Shotgun

Riot shotguns are sturdy and reliable basic firearms. Easy to use and maintain they are very common amongst civilian police forces, local militias, and even private households on the more lawless backwoods planets. Although their effectiveness drops off sharply at longer ranges, their spread of shot makes them useful close range weapons.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	4	+1	4	0	2	-	-	-	-

Type: 2 Handed
Special Rules: None

Trachulous

The Trachulous is a vile mutation of the human windpipe; elongated and distorted into the form of a crude ballistic launcher. Sprouting from the deformed mouths of coraline infected mutants; it enables such creatures to spew forth a hail of sharp coraline spikes over a surprising distance. The Trachulous is believed to be the first bio-weapon evolved by the Koralon specifically as a response to human firepower.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-	-	0	5	-1	3	-	-	-	-

Type: N/A
Special Rules: None

OUT OF THE FRYING PAN...

It had probably taken five hours to die, somewhere out there in the tangle of Metro-Conalgamated/Trubuilt's service yard, unseen in the vast piles of prefab solidocore and spools of polysteel, perhaps wedging itself in the space between a ferroconcrete pylon and a stack of drywall to bleed out its last. No one knew, but everybody on the Avenue heard it dying, that struthiosaur, bleating in pain, a throaty sound like a lot of air squeezed through the narrow rubber neck of a balloon. After a couple of hours some riders from Fourth Recon started arguing about it, one went so crazy hearing that 'saur he made a break for it and got halfway across the road headed straight for MC/T before they brought him back. Three guys had to sit on him until he calmed down.

That had been yesterday, Private Madsen had just watched the whole thing like it was a holo, he'd gotten in the habit of not talking or even looking much at the recon guys and he had no intention of interfering. They were all back at Corvine now, base camp, probably sipping a paper cup of electrolyte-loaded fruit juice while a sonic harmoniser sung their nerves to sleep. Judging from the look of them, the handful of men and women left out of Fourth Section, they needed all the rest they could get.

Now the Avenue belonged to Alpha Company, nearly all of the battered first platoon and a reconstituted, double-strength second were up here on the front lines while elements of the Eleventh 'Civil Defence' Brigade held the northern third of the Four Bridges Industrial Sector. The Civil-D guys were a poor substitute for regular infantry, and what was really needed, as Madsen had heard said many times, was a full two battalions form the First Iskandrian Tactical Brigade, not a half-green company holding a forward line for some glorified militia. But intense three-way fighting near the VASA quarter had drawn a heavy commitment from the IDF, and reinforcements were at least a week away.

Madsen looked about the makeshift position, the barricade of scavenged building material that spanned the broad highway, a central corridor linking the tightly packed upland area of Four Bridges with the more open storage yards and freight bays of the sloping, seaward side. It was a perfect bottleneck, to landward the CAFS bio-chem plant sprawled alongside the natural wall of the island's bedrock, projecting far enough beyond the slope of the terrain that it was partially built atop a cliff-wall of lasered stone, an impassable obstacle. To the east ranks of massive water processing plants and clean energy turbines huddled along the shore like some kind of coastal fortress. So the Avenue, as they'd taken to calling it, was the only path approachable by any serious force, and the mindless things they'd been fighting for a week showed no intention of trying anything more tactically sophisticated than a suicidal frontal charge against the IDF position.

Maybe they had gotten complacent; losing whatever respect they had for the alien's lethality after several lopsided engagements in which small groups of hybrids ran stupidly up the wide roadway to be annihilated by rifle and machinegun fire. That's when they sent out a team from the Fourth to do some recon, only none of them came back to the lines, and that dying struthiosaur had been the last they'd heard of them.

Madsen was glad it hadn't been his platoon. He knew it was a completely selfish thought but he'd left all sense of guilt for thoughts like that back at MP5. Everyone had these thoughts, it was what each soldier did or didn't do that was the only thing worth a soggy damn, the only thing worth feeling guilty over.

The first platoon had swept into Four Bridges spoiling for a fight, and it wasn't long before they locked horns with the synths, fighting two inconclusive skirmishes in as many days. It was the Syntha that had destroyed Madsen's old platoon, Alpha Company's second, the telltales of pulse rifle fire scaring the walls and charred remains at the Corvine Chemical and Battery plant had been proof enough of that. They'd made CCB their base camp, bringing in the Civil-D guys and a small convoy of cargo floaters to reinforce and supply the place, and take the bodies away.

So first platoon joined the Fourth Recon in some heavy recee, settling into a rotating pattern of patrols radiating outward from the CCB plant. But the synths were unpredictable, always moving, never operating from a single point. Their aims were completely unknown, though they sent enough counter patrols out to create problems. It was a spoiling strike by a pair of Syntha grav bikes that had wiped out a third of Madsen's squad one night; rocketing down on them from two different directions to catch the patrol in a crossfire, never slowing, strafing them in two passes until the remnants of the squad found cover and returned fire and the Syntha dissolved back into the night-time maze of Four Bridges.

Vance had been caught in the initial firestorm, shredded by heavy flechettes. Madsen hadn't recognized the remains, hadn't even known it was him until they scanned the suit's identitag.

The Koralon were preferable to that, and the synths seemed to lose interest in Four Bridges soon after the first spore clouds blew down from the north, though it was anybody's guess as to why that might be. Now things had settled into a comfortable static exchange, the IDF happy enough to pinch the artery of Four Bridges and confine all the bad blood to the south, gunning down the occasional errant group of mutants that took a fancy to the Avenue barricades. They didn't have the local manpower to do anything more than that.

Madsen had been watching some Reapers without really realizing it, a group of four shapes picking slowly along the MC/T yards' perimeter fence. They were hideous even at this extreme range, moving disjointedly, possessing just enough humanity to offend, inciting a kind of deep, genetic loathing in all those who saw them. They kept moving up the Avenue, gaining speed.

Two fell in rapid succession to snipers, their momentum sending them crashing forward. The others

quickened their pace; the snipers would be leaving them for the barricade's guns, an unspoken agreement that ensured everyone got a little action. A few solitary shots up and down the line from the more confidant marksmen had no effect, and Madsen saw the HMG teams leaning over their weapons in preparation. But now there were more hybrids pouring into the Avenue, and Sergeant Arroyo was suddenly on his feet and forming the company into a firing line, shouting bloody murder in all directions.

The HMGs roared, precision bursts of high velocity shells pulping the two leading Reapers. More scattered bands were finding their way up the Avenue now, small groups of four or five. Lots of activity on the barricades now as everyone saw a chance to join the firefight, weapons were shouldered and supplies of ammo laid close by. Snipers and HMGs culled the approaching pack, and the few survivors entering medium range became rifle practice. But still more came, until what had been a handful of scattered bands was now a front, a thickening wave. Then came the collective moment when the pleasant adrenaline high they'd all been riding flipped over, dove deep, and froze the guts of the men and women of the barricade, and as more and more hybrids darkened the field before them an edge of panic lent a certain desperation to their defence.

They confronted a river, a vast tidal upsurge of tortured flesh, an army of hard-limbed monsters charging forward on a thousand blurred insectile legs. Up and down the barricades soldiers were now standing, inching away, and what had begun as a precise firing line devolved as the alien wall drew nearer. Fire discipline broke down as soldiers shot wildly into the mass, many firing into the street or over the heads of the Reapers.

Mounds of dead had appeared, and still the creatures surged forward, the clacking of their carapaces filling the air, the horrid sizzling sound made by a million locusts. Now at short range the massed firepower of the IDF soldiers was devastating, and great gouts were torn from the body of the mob, the whole churning line of Reapers momentarily pinned in place by the rain of steel.

But men and women were dropping now along the line, and whole seconds passed before a dazed Madsen realized that the hybrids were returning fire; from behind the Reaper line strange bird-legged shapes had rushed forward, coughing low-velocity darts from their hideous faces. Someone was shouting close to his ear.

They drug him a few paces away from the buckled line before he regained his senses, he'd suffered a blow to the helmet, the dart, striking squarely, had knocked him off his feet though it had not penetrated. Arroyo, still shouting, pointed toward the bio-chem plant before returning to the barricades and the wavering IDF line now locked in hand-to-hand combat with a horde of hybrids. Madsen joined the routers, running hard, propelled by panic. Defeated.

'MORS DE CONTACTUS'

(Death by Contact)

The Gladiators of Maximus Decimus

By Dougie Hamill
Force selection: Urban War Issue 1 & 0

'Mors de Contactus'

This is the Motto of the Gladiator stable of Maximus Decimus. Maximus Decimus was a Legionary in the infamous Scorpion Legion. He was given his freedom after saving the life of a praetorian through single-handedly dispatching a Viridian shock trooper and accompanying Interdict Marines. Maximus who knew no life other than the legion joined the Praetorian Guard. Always at the forefront of any action, Maximus became a symbol to other legionaries.

Later in life Maximus set up his own Gladiator stable with which he had much success, and when the fighting in Iskandria began he was killed leading the first wave of secutors in defence of the city. It is not known exactly how he died, various reports state he was cut down by a blade through his heart, though it was rumoured that a detachment of Viridian shock marines stationed planetside had a bounty on his head.

The stable has continued to train gladiators, though their training has diverged to a more military style of training. They continue to send gladiators to fight in the arena, though these days there is more wealth to be found on the battle strewn streets of Iskandria.

Using gladiators in the role of combat troops is not a new phenomenon. History dictates that there have been similar commanders to do the same thing. Humanities ancestors faced an uprising from a rebel gladiator who wanted to be free. His rampage sent the local governments in panic that they sent several legions to destroy him. One thing was learned from this historical event, a gladiator who fights for his life is a dangerous foe but a gladiator who fights for his freedom is deadly.

The Standard Force of Maximus Decimus

The standard force I have chosen includes Pit Beasts, Secutors, Retarius and a Decurion, I will cover the troop types available in the next few paragraphs. Also there will be a complete list of the army and possible variations. Finally I will finish with an explanation giving the reasons for choosing this force, the tactical implications, and some suggested tactics for using them on the table top from my perspective of using these types of troops.

Decurion

Starting at the top we have the Decurion leader. These Amazonian women are selected for their natural leadership skills. In my case she was chosen to lead as she has a high calibre (Three) and she is dangerous in close combat. The two auto pistols give her a +1 to hit and +1 to damage or she can choose to fight with broadsword and gain the +2 bonus for melee weapon when rolling for first strike.

Retiarius

Next in line is the Retarius. Fast agile and deadly in CC. The retarius is a good close combat unit, the model has strike first special ability giving them a +3 on first strike roll, the net launcher is also an added advantage as it is assumed to launch prior to the first blows being struck this give the retarius opponent a -2 on the first strike roll and -1 to hit, the shock lance is a melee weapon given her another +2 on first strike. All in all she has the ability to get +5 for first strike and if she charges getting an additional +3 for charging makes her a +8 .With her opponent on a minus two due to the

net they need to be armed with a melee weapon to even stand a chance of striking her first. It is with this in mind that I would deploy the retarius as a Pit Beast handler as she has a better than average chance of taking the beast down by getting first strike than any of her other gladiator Stable counterparts should it turn on her. It is for this reason that I have chosen to take two of these as my calibre two option.

Myrmillo

The first of the variant options would be the Myrmillos these guys are deadly if they survive long enough to get into combat. The incendiary damage done by the flamethrower is enough to kill most individuals. The only downside to these guys is that when shot at, the flamer tank is exposed and there is always a chance of it exploding leaving your myrmillo to advance a few feet in a glorious fireball. The plus side as I have already mentioned is that these guys can generally take down the toughest enemies. This could be a good defensive option against Shock troopers or shogun Battle suits.

Exo Suit

The second Variant option would be the Exo Suits these huge armoured power suits have optional load outs and depending upon your preferred tactics they can be lethal. My preferred load out for these guys is the flame thrower, pole arm and heavy armour (+1). This is an expensive option however the heavy armour save and the flamethrower makes these a dangerous opponent.

CAL 1 Secutors

Moving on to calibre 1 troops this is the core of the unit. The Secutors are the life blood of the gladiator arenas and the most common frontline troop to be used by the gladiator schools and stables. They are better than your run of the mill legionary; however they do suffer from the same setbacks. The combat shotgun is a good weapon at short range but at medium range it lacks any real power.

Pit Beast

And finally the Pit Beasts…a huge mass of hatred locked inside an animal's body they are fast tough and deadly in close combat. They do have low command ability and an unpredictable nature. Instead of suffering from shock they have a tendency to rampage. Rampaging Pit Beasts can be hazardous to your army. However they are fairly cheap points wise and fast, on a normal rush move they can cover 12 ½ inches. This means depending upon how close it is when it crosses your path it can close the distance by just over one range band a turn.

400 Point Force List

The Core Force

· 1 Decurion	Calibre 3	(41 points)
· 4 Secutors	Calibre 1	(104 points)
· 10 Pit Beasts	Calibre 0	(100 points)
		(245 points in Total

Additional Options

Option 1:

· 2 Myrmillo	Calibre 2	(88 points)
· 3 Retarius	Calibre 0	(57 points
· 1 Pit Beast	Calibre 0	(10 points)
		(155 points in Total)

Option 2:

· 2 Retarius	Calibre 2	(62 points)
· 1 Secutor	Calibre 2	(33 points)
· 2 Secutor	Calibre 1	(52 points)
		(147 points in Total)

Option 3:

· 2 Exo Suits	Calibre 2	(122 points)
(load out 2 and Heavy Armour +1)		
· 1 Secutor	Calibre 1	(26 points)
		(148 points in total)

Total points costs for the army:

- core section plus option 1 is 400 points
- core section plus option 2 is 392 points
- core section plus option 3 is 393 points

Decisions decisions!

For my army I chose the core section plus option 2. The reason for this is I get a good leader in the decurion. I have some high calibre close combat troops in the retarius with the view that if the pit beasts rampage I have something with which to stop them. The secutors fill the criteria that I need to have min of 4 in the army. I made them all calibre 1 so it gave them that much needed edge on their calibre 0 counterparts. The option of being able to possibly get a follow on action gives them a second chance to drop their targets either by gun fire or in close combat. The Pit Beasts my reasons for choosing these are varied. They are cheap troops that are dangerous in close combat, they are expendable and they distract your opponent.

Tactics!

Tactics for this army are relatively simple. I have chosen to split the Pit Beasts into two groups of five and have them on my left and right flanks. This is done for the following reasons.

- To deny the enemy a chance at a flanking attack
- They will use their speed and rush towards the enemy drawing his weapons fire and forcing him to deal with the threat thereby splitting his force in two.
- Should they rampage it is hoped that they will be far enough ahead of the main force that they will turn on each other, making them expendable but self controlling at the same time.

Behind the Pit Beasts I would have a calibre 2 Retarius. Her main duty would be to stop any pit beasts heading for the main force and to deal with any enemy troops that have slipped by the Pit Beasts. In the centre would be the Decurion with the Secutors, the calibre 2 Secutor is there as a backup leader should the Decurion fall. With the Pit Beasts and the retarius covering your left and right flanks this allows you to have your main force advance quickly utilising cover when ever possible towards the enemy.

Initially I would use lock fire orders for this as it gives you the option of moving closer or taking a shot where you are. As you get closer to the enemy I would then have all the calibre 1's and above on snap fire orders. This gives them the chance at follow on actions so they can move and possibly advance again or they can try for two shots at a target or move and fire or fire and then move into cover. It is at this point that they would begin to have an advantage over their calibre 0 counterparts.

Using the large number of Pit Beasts means that you are effectively throwing away 100 points of your force strength. Comparing this to the Viridians however means that you have better close combat troops assuming they don't rampage; you get 10 troops to his 5 giving you 5 more activations. By having more troops than your opponent you force him to think about his tactics more as he may not have troops that are expendable.

So there you have it, the gladiators of Maximus Decimus. Have fun and remember 'We Yield to None.'

Triad Strike Force - Oni

by Torsten Kock
Force List used: Urban War Issue 0 and Issue 1

When Iskandria turned into a hell VASA made a deal with the devil. Using criminal gangs like the Triads to maintain a power base on the planet involves risk, so VASA are unwilling to part with their latest technology. As a response, the Triads have developed the Oni Battlesuit, in imitation of the powerful VASA Battlesuit, the Bird of Prey.

Onis are well-armoured close combat units that can soak up lots of damage. They can be used as a kind of walking shield for the Triads, taking the lead, and followed by swarms of Retainers. Shrugging off damage, Onis give your retainers the chance to find an advantageous position on the battlefield. They also have a little firepower of their own, although only within short range.

The Oni Battlesuit is an armoured close combat unit that comes in two different loadouts. I prefer the second one though, for the following reasons. The Oni has the disadvantage Slow Strike, this results in a modifier of -3 to the 'first strike' die roll in close combat. Even though the first loadout is equipped with a Naginata, giving a +2 bonus to the 'first strike' die roll, you'd still need a CAL 1 Oni in order to get the modifier down to zero. Rather than do this, I prefer to rely on the Onis defence. By taking the second loadout I get a Battle-shield, raising the Onis toughness to 6 (front attacks only), so a Gauss Rifle needs to roll a 7 to wound, which sounds pretty good to me! You can also buy Heavy Armour for your Oni giving a 9+ saving throw against damage. In close combat I rely on the high toughness of the Oni, hoping that my opponent fails to wound and I can strike back with my high ST of 6 and my 2 damage dice. If the Oni hits in CC he has a good chance to deliver some damage. OK I'm pushing my luck here, but that's life, and life on the streets isn't easy.

The example below shows my 300-point Force.

Unit Name	CAL	Points Cost
Triad Boss	3	37
Dragonfly	2	41
Dragonfly	2	41
Oni Loadout 2	1	39
with Heavy Armour (+1)		5
Retainer Gauss Rifle	1	23
Retainer Gauss Rifle	1	23
Retainer Gauss Rifle	1	23
Retainer Gauss Rifle	0	18
Retainer Naginata	0	15
Retainer Naginata	0	15
Retainer Naginata	0	15
In total:	**295**	

Triad Boss

As you can see my force is led by a CAL 3 Triad Boss. His high CAL rating gives him a chance to perform more than one action per turn, and combined with his Tactical Awareness skill he can become a serious pain for any opponent. Keep him out of the way of Viridian Snipers.

Dragonflys

The Dragonflys are the most powerful fighters the Triad has to offer. Armed with are ranged combat weapon, two close combat weapons and the ability to jump 10 inches, the Dragonflys are deadly opponents. I use them to attack key enemy models, like specialists and leaders. Don't forget their follow-on moves, these girls are fast!

Oni

Here comes the Oni Battlesuit! Heavy armour +1, Toughness 5, 2 Wounds and a Battle-shield. Here comes the tank. The Oni advances slowly, followed by the Retainers with Gauss Rifles. The Oni soaks up incoming fire till the Retainers get a good firing position on the battlefield. Don't forget that the Oni can fire at an opponent in short range. In close combat he can rely on his toughness, if he strikes back, he can deliver lot of damage with his Lethal Strike ability.

Retainers

Retainers are the backbone of the Triads. I like to field more retainers with Gauss Rifle that the ones with Naginata. In my Force there are 3 Retainers with Gauss Rifle and CAL 1, giving them a chance to shoot twice a round. Another Retainer with Gauss Rifle and CAL 0 is used to get the 4 CAL 0 models I need in order to create a legal force. I often concentrate my fire on a single target to increase my chance of taking it out. Keep your Retainers together so they can support each other with Gauss Rifle fire. If you are lucky these guys can deliver 7 shots in a single round, they wont to this very often but its likely that you get 5 shots in a single round of combat. These can stop even the hardest enemy.

The Naginata Retainers are fodder. They are cheap and can stand in the way of a bullet. So I use them as bodyguards for the Triad Boss. You can also use them to support the Oni in close combat. Sometimes I try to make a sacrifical move with them, fooling my opponent to make a rash move in order to kill these guys. Be warned this usually works only once.

The Triad can deal with almost every enemy on Iskandria if you use them carefully and as a team, assigning a special task to every model in your force. They can hit hard and with their new Battlesuit they can take some enemy retaliation.

Rapid Response Team Bravo

A Viridian Force for Urban War

By Robert E. Allen III
Force List Used: Urban War 0 and 1
Figures painted by Tim Kilgore

Background

The Viridian Armed Forces on Iskandria don't have a lot of tricks - no warbeasts, no walkers, no slippery assassins in the night. What they do have is well-armed and well-trained men and women who protect the interests of Viridia, its citizens, and its property. Whatever they lack in flash, they make up for in firepower.

Rapid Response Team Bravo started as an ad hoc formation during the opening days of chaos in the streets of Iskandria. Even the typically well-drilled Viridian Colonial Marines were unprepared for the Syntha treachery, and it was quickly apparent that the typical command and control mechanisms could not cope with the situation at hand.

The first Rapid Response Teams were little more than small bands of Colonial Marines under the leadership of strong-willed veteran Sergeants. Although completely unsanctioned, these brave forces put up resistance to enemy attacks and enabled thousands of refugees to make save passage into the Viridian zones.

Over the following months, small field units such as RRT Bravo showed their value - small teams of soldiers lead by seasoned unit leaders and capable of independent operation. While these forces couldn't individually impact the front lines, they could achieve strategic aims with little direct contact from Viridian High Command - a boon in the degenerating nature of the Iskandrian conflict - and make real gains in the war effort.

Force Composition and Battle Tactics

As a proud commander of Viridians in VOID 1.1, I couldn't resist the call of marines in Urban War. The core of my forces has always been marines, so the backbone of Rapid Response Team Bravo had to be the poor bloody infantry.

Colonial Marines (Cal 0) x5 - 100 points

These chaps are the firing line of my force - they find a position, dig in and deal out Gauss Rifle to anyone who pokes their head up. I don't use these guys as cannon fodder - even though they are the cheapest troops available to me, I treat them all with care, because in Urban War there are no expendable troops. (Except everyone else's!)

Colonial Marine Sergeant (Cal 1) x1 - 27 points
Sniper (Cal 1) x2 - 102 points

Well, here's where most of my points go - but I think it's worth it. The Snipers are capable of handing out "the third eye" to anyone who even thinks about getting too close, or foiling my objective, or generally doesn't look friendly. The Colonial Marine Sergeant typically guards the Snipers against fast-moving unfriendlies like Dragonflies, and I'm particularly concerned about that new Nyx Biomech. Typically, though, the Snipers concentrate on taking out threats, and the Colonial Marine Sergeant ensures that the Snipers are safe.

Special Forces (Cal 1 with Camouflage) x1 - 35 points
Colonial Shock Marine (Cal 2) x1 - 42

Ah, the new recruits. Truth be told, I haven't completely figured these guys out yet, but my plan is to use them for "forward observation". The Shock Marine finally gives me the opportunity to lay into the Junkers the way they try and lay into me. I think that people will be shocked to see what a powerhouse he is, and as my only Cal 2 model, I'm counting on him to get the extra follow-on actions, like carving up Androsynths. His Negatron Shield will help him survive once people start fearing him and directing undue firepower his way.

The Special Forces trooper should be good at digging in and being hard to dig back out - I'm excited at the possibilities of Camouflage. My vision is that the Special Forces with partner with two of the Colonial Marines and be able to advance and capture objectives, but so far, it hasn't work well for me. Perhaps when we start playing 400-point matches and I can squeeze in a few more Special Forces troops…

Total Force: 306 points

Expansion options

As I stated above, I'd like to bring in more Special Forces. At 400 points, I think I'd add two more, and a Special Forces Sergeant. A second Shock Marine might also be in order, but I get the feeling that I'm better off sticking to the Viridian strength at ranged combat. I don't want people thinking I'm some sort of closet Junker player.

Painting Triad Dragonflies

As with all Urban War miniatures you can paint them in a variety of ways. There are concept art pieces that provide you with a guide but sometimes its great to do your own versions. This painting article uses some of the elements from the concept art but incorporates a few new ones. If you have any ideas on how to paint your Triad Dragonflies please send them in either to the address on the back of the magazine or e-mail them to submissions@urbanmammoth.com.

Stage One

After removing the mould lines with a needle file and a sharp knife, the miniature was super glued to its base and sprayed black. Block paint: flesh areas in tanned flesh; armour pads & bandana in blue; leotard & shoes in a dark leather brown; sword blades & hilt ends in gun metal and hilts in gold.

Stage Two

Highlight: flesh areas in flesh; blue areas with white added to the blue mix; dark leather brown areas with white added to the mix; sword blades with silver. Wash gold areas with brown ink.

Stage Three

Highlight further: flesh areas in pale flesh; blue areas with more white added to the blue mix; dark leather brown areas with more white added to the mix; sword hilts with gold. Using a dark grey highlight the black areas of the boots, forearm strapping and hilt strapping.

Stage Four

For the non-metallic areas repeat stage three but with the addition of more white for the highlights.

Stage Five

As with the previous stage highlight all non-metallic areas with more white but concentrating on the edges to create a greater contrast. Go heavier on the highlights for the bandana with broader strokes to make the whole thing look more light blue than the blue of the armour pads. Using red paint an inverted V with a smaller one either side on the front edge of the bandana. Highlight the sword blade edges with bright silver and the gold areas with a mix of gold and sliver. Highlight the inverted V's on the bandana with red mixed with orange.

Stage Six

Paint the inside base with PVA glue and sprinkle basing gravel/sand on it. When dry, about 20 minutes, knock off excess and block paint dark brown. Dry brush base with light brown. Add some blobs of PVA glue and attach some patches of static grass. You can also add a piece of plastic off cut and paint it gun metal, highlighted with silver to look like a piece of urban debris. To finish, touch up the sides of the base with a couple of coats of black.

The wings 1

Undercoat wings in black. Pin wings to body and glue with either super glue or epoxy. Epoxy will give you a better bond.
Block paint wings with colours as shown, blue, light blue, dark leather brown, gunmetal, yellow and red.

The wings 2

Highlight all non-metallic colours with the addition of white. Highlight the gun metal with silver. Highlight the black areas with dark grey. Block paint the ring around the base of the antenna stalk gold.

The wings 3

Finally highlight the non-metallic colours with a further addition of white to the colour mix. Highlight the gunmetal areas, particularly around the edges, with bright silver. Highlight the gold ring with a mix of two parts silver one part gold.

Your Dragonfly is now ready to take to the skies of Iskandria.

Phazon

Painting Koralon: The Phazon

In this article we have followed the original concept art. The primary colour of this Phazon is a blue-grey. You can however paint your Phazon in a variety of colours such as dark green, dark red or even purple. Simply use your chosen colour instead of the blue-grey and follow the article. If you have any ideas on how to paint your Koralon please send them in either to the address on the back of the magazine or e-mail them to submissions@urbanmammoth.com.

Stage One

After removing the mould lines with a needle file and a sharp knife, the miniature was super glued to its base and sprayed black. The best idea is to leave the figure overnight to dry properly ready to paint the next day. Any areas that are missed can be touched up with regular black paint from the tub.

Stage Two

Block paint the skin areas in a dark blue-grey colour. Paint the patch on the chest with blue-grey as this should be lighter to tie in with the concept art. Block paint the tubes on the face, arms, tail and the spherical nodules on the arms with bright orange. This may need a couple of coats to give a nice strong base colour. Block paint spear tips and necklace with gold.

Stage Three

Highlight the skin with blue-grey. Highlight the spear shaft and head around the edges with a darker shade of this blue-grey colour.
Wash the gold areas with a brown ink to shade it. Mixing a very small amount of PVA glue to the ink helps it cover better.

Stage Four

Highlight the raised areas of the skin further by adding a small amount of white to the blue-grey colour. Add more white to this mix and highlight the chest area. Dry brush the tubes and domes on the arms and tail very gently with yellow. Highlight the head and spear shaft with blue-grey

Stage Five

Again highlight the raised areas of the flesh by adding more white to the blue-grey mix. Add more white to this mix and highlight the chest area further. Use a dark red mix to paint a thin line around the chest area. Highlight this with red to make it stand out. Highlight the spear tip and the rest of the metal details with gold.

Stage Six

Give a final highlight to the skin areas by adding more white to the blue-grey mix. For the chest area use white, which has been watered down very slightly, and carefully paint around the edges next to the red line. Edge the head and spear shaft with the blue-grey mix with a little white added to make it stand out. Add white to yellow to highlight the tubes and domes on the tail and arms. Add two parts silver to one gold and highlight the spear tips and necklace details. Paint the inside base with PVA glue and sprinkle basing gravel /sand on it. When dry, about 20 minutes, knock off excess and block paint dark brown. Dry brush base with light brown. Add some blobs of PVA glue and attach some patches of static grass. To finish, touch up the sides of the base with a couple of coats of black.

The master of the agents of the apocalypse is now ready to take the field….. humans beware.

CRASH SITE

Urban War scenario by Knut Heykena

Introduction

"Flight control, this is shuttle Bravo, Alpha, One, Zero, Echo. ETA at spaceport in 10 minutes. Ready to receive landing coordinates… Hey, what was that? Have we been hit? Main engines offline… we're losing power… Fire on board …MAYDAY, MAYDAY we're going down! Repeat: We're going dow…."

"This is the last thing we heard from our shuttle. Satellite pictures show that the bird crashed a few miles outside the spaceport. It carried supplies for our regiment and we still don't know what caused the crash." Captain Ackerman turned off the projector in the briefing room and turned to face the assembled men and women of his command. "I'm sending you guys in to investigate. We really need the supplies, so try to save what you can. But be careful. The crash site is in Triad terrain, so expect them to try to claim the loot as their own. The emergency call was broadcast on an open line, so the crash is hardly a secret. The Junks were hit hard last month, they need to re-supply even more urgently than we do. They'll surely be around if they think they can get something for free. We have no data on Syntha activities, but that doesn't mean they're not there. So make sure you keep an eye open for the plastic-people and their trashcans."

"Sergeant Ramirez from Special Forces will approach the shuttle with her squad and secure it. She'll also be in command of this operation. Sergeant McAllister, you and your saurian riders will set up a perimeter, and act as backup in case someone starts to cause trouble. The 71st has a team of snipers operating in the area. They're already scanning the area and will meet with you at the crash site."

"Prepare to leave camp at 0800 hours. Any questions? OK, good luck then, and be careful out there. Dismissed."

Force size: 150 to 350 points per side

Table Setup and Deployment

Set up a 4'x4' table, as you would for every other game of Urban War. The only additions are the shuttle wreck, which is placed in the middle of the table and the five supply counters. The shuttle is not particularly large, so represent it with something suitable that measures no more than approximately say five or six inches long, by three or four inches wide. The supply counters should be scattered randomly 1d10 inches away from the shuttle. Take the centre point of the shuttle as your starting point, and generate random directions just as you would for a ranged template that missed its target (see Urban War Issue 0 p. 19).

Deployment Zones are in each of the four corners of the table, giving a maximum of four players per game. Models may not be placed more than 10" from the corners. All players must complete their deployment before the supply counters are scattered around the wreck.

The Supply Counters

The counters represent weapons, ammo, supplies, datacubes or spare parts. A model that contacts one during its movement automatically picks it up. The counters do not hinder the carrier in any way, so the model may continue its actions as normal, the counter is simply moved with the carrier. No figure may carry more than one counter at any given time.

A counter can be dropped at any time the carrying player wishes to do so. There are however some occasions, when the counter must be dropped:

- Carrier gets charged
- Carrier is shocked
- Carrier is panicked
- Carrier evades
- Carrier loses a wound

A dropped counter is placed 1" away from the carrying model. The carrying player places the counter.

Victory conditions

The player that carries the most supply counters after the shuttle has exploded is the winner.

Game over

It's only a question of time before the damaged reactor of the shuttle overloads and detonates in a huge explosion. Starting at the beginning of turn 5, a die is rolled at the start of every turn to see if the shuttle explodes. Add the current turn number to the result of 1D10. If the result is 12 or more the detonation occurs, and the explosion instantly destroys everything, including counters and models, within a 12' radius area measured from the centre of the shuttle. If you play on bigger tables than 4'x4', this might result in the shuttle exploding before anyone had a chance to pick anything up. To prevent this, just add 1 to the score required for detonation for every foot that your table exceeds 4'x4'. For example the shuttle will detonate on a score 13 for a 4'x5' table, or on a 14 for a 6'x4' table and so on.

Deployment Zones
Supply Counters
Shuttle
Deployment Zones

KING OF THE HILL

"Rex Montis"

Urban War scenario by Dougie Hamill

Excerpts from Combat logs of Alpha Squad Viridian Colonial Marine Forces Iskandria.

Dawn: Zero Hour

It's there! We just need to get the entry codes before anyone else does. Once we have them then we shall be able to unleash untold devastation upon our enemies and bring this conflict to a swift, yet bloody victorious end. Unfortunately for us corporal, your men and I have been chosen to take and hold the objective until relieved…so rouse your men and lets be at it

Mid Morning…

It's quiet too quiet for my liking!
What was that...?
Corporal do you hear that…?
No sarge…what is it…? Is it a tank...?
No son! That's a Syntha Strike force…damn machine's are rising again…they're tough! The bots they use for fodder; it's the biomechs you have to worry about. The first ones were full synthetics. You know rubber skin and heavy hydraulics. You could spot them a mile away. The new ones are fully integrated living tissue. They could be standing next to you and you wouldn't know about it till they cracked your skull.
Take cover, INCOMING!

Late Afternoon…

The men are tired! It's a desperate struggle but they're a tough bunch. Thanks to our sharp shooters we've managed to hold of the Syntha invasion again.
SARGE...Enemy movement to the south!
Junkers…. that's all we need. Those scavenging dogs…Men, make every shot count! These animals don't take prisoners.

Late Evening…

Hold until relieved…. hold until relieved. That was the order we had. Of a 12 man squad we are down to 8 men…we had lost two earlier in the day. They fought with honour, going toe to toe with the latest Syntha war toy and destroying it. Not before paying the ultimate price for their bravery. We lost another two in the afternoon. We really don't know what killed them. When we found them there wasn't enough left of them to send home; we where lucky enough to find their tags .The Beast the Junkers brought with them was terrible it was designed for one purpose and that was to maim and kill.. It's getting late. Hope the reinforcements turn up soon, we could need their help if the triads attack…damn gangs and their local warlords...Don't know why we didn't arrest all their leaders when we hit dirt side.

Dawn Day Two…

We where attacked during the night by the Triads…they where flying VASA Banners. Initially we thought they had come to relieve us what with the general amnesty that was announced over the field radios yesterday. Sarge knew better though. Said he would never trust them; too damn sneaky like their ancestors he said...sarge always was a history buff…Guess this would have pleased him though getting his name in the history books.

They gave him a medal... Sarge held it together right to the very end. We kept dropping like flies to sneak attacks from the triads and when the dragonflies came we wasted much of our ammo trying to hit them. Good old sarge though dropped one as she jumped in and rifle butted a second. He killed the third one with a burst to the chest…probably the last thing he saw was the look of shock on her face as her blade cracked him across the skull. Then it was all over they withdrew as quickly as they had appeared leaving me bloody and battered and the sarge unconscious. We are the last two survivors of Alpha Squad.

I'm on my way home. I'm being shipped out. I've been offered my choice of assignments and requested training duties. Maybe I can save some other poor grunt from going through what I did. The reinforcements finally arrived and I don't know what was scarier the last 24 hours or coming face to face with a Shock Marine.
I pity anyone who tries to take that hill now.

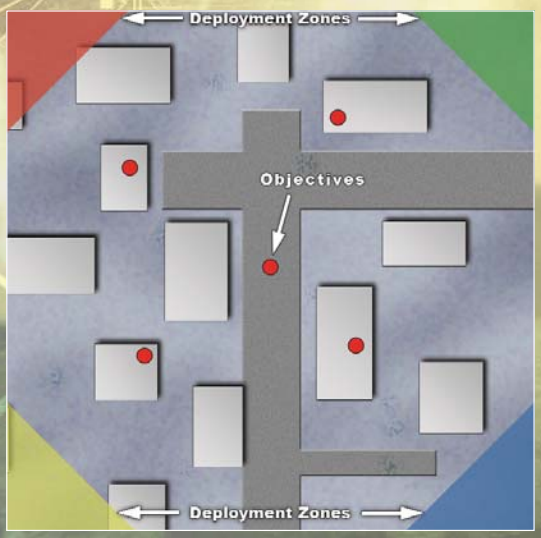
This Scenario can be played with multiple players but has been designed with 4 players in mind. If you wish to use larger numbers reduce the starting force points level accordingly.

There are communications satellite access codes scattered in the centre of the area known as hill 261. If you are to win, controlling all or some of these codes is your top priority

Force size: 200 points per side

Table Setup

The suggested game table size is a 4' x 4', this would be the best size for games up to four players. For a larger battle with multiple players increase this size to 6' x 4'. The table should be setup with a series of buildings of differing heights (the plastic builder sets available from Urban Mammoth would be ideal for this) or terrain features of you prefer a more outdoor setting. To represent the hill in question place your tallest piece of terrain in the centre of the board. Around this place four other buildings or features within 8" of the centre piece. Around this other buildings or features can be placed to break up line of sight and offer defensive cover. Next choose 5 items or use markers to represent the objective points. Place one objective point on the centre piece of terrain at its highest most accessible point. Place the other four objective points on the highest accessible points of the other 4 buildings. (Note when placing objective points that they are in places that can be reached, but preferably on high points so that players need to climb to get them).



Deployment

Players should deploy within each of their respective deployment zones. Deployment zones are allocated by each player rolling a D10, and the player with the highest roll has their choice of deployment zone, followed by the player with the next highest score etc. In the event of two players rolling the same result, these players should re-roll, and the player with the highest roll chooses first. After which allocation continues as per the dice results. Should you wish to play with more than four players, each player's deployment zone should be 12" away from their nearest opponents deployment zone.

Objectives

To win, the players need to take and hold the objective points. There are 5 objectives, and each one held by a player at the start of a new game turn gives that player 20 points per turn. In order to collect those 20 points per turn, a model must take control of the objective. This is done instead of performing a lock-fire action, while in base contact with the objective. Note that if two opposing models are in base contact with the same objective, neither model gets the points.

At the start of the next turn, before any models are activated, those models in base contact with an objective, and that are not in shock, collect 20 points.

Ending the Game

The game ends when one of the following conditions has been met.

- A player has scored 400 points
- Only one player has models on the table. All other players having been wiped out or been forced to make strategic withdrawals.

Strategic Withdrawals

See page 9 of Urban War Issue 0 for details. For this scenario use a strategic withdrawal level of 75% losses. The following rule also applies.

- If a player in control of an objective point is forced to make a strategic withdrawal, the objective point is removed from play. It is assumed that the player has managed to retrieve the access code and destroyed the database holding the code.

Variations

If you wish to play with larger or smaller forces you will need to adjust the points awarded for each objective, and the points score required to win.

The points per objective should be set at 10% of the total points available for buying your force. The points score used to determine victory should be set at double the total points available for buying your force. For example: 300 point forces would mean each objective is worth 30 points and the number of points required to win is 600.

PREDATOR AND PREY

Urban War Scenario

By Frank Cord Lohmann

The room was dark, to keep prying eyes from spotting the improvised field headquarters. Unmoving Androsynths, their robotic bodies set to standby to preserve power, stood like statues among the chaos and rubble that used to be an office of some sort. The only illumination came from the holotable in the centre of the room, dim green light washing over the face of an Artemis-class Biomech watching the multitude of information relayed to her through the network of autonomous recon drones operating throughout the sector. Her face was battered and bruised from when her weak flesh failed to live up to the rigors of combat, she had a nervous twitch in her artificial left arm from a near hit on the neural interface, and despite her supernatural endurance, she felt weary. A high-velocity sniper slug had killed her cells' Artemis Alpha three days ago, and since then she had been in charge of the faltering offensive in this sector.

The door to the office opened with a sharp crack, and when she turned around, she saw a trio of Biomechs entering the room. Two were factory-new Achilles Biomechs, the skin around their implants still pink and raw, their heads instinctively turning, eyes scanning the room for potential targets, while the third one was a configuration unknown to her. Based on a female chassis, the newcomer moved with catlike grace, every little gesture holding the threat of violence and death

"My designation is Chi1.0. I'm taking over command of this cell. You are Zeta19.7? What is your status?"

For a brief moment, the Artemis Biomech felt frustration, bitterness and rejection welling up inside her, her biological side protesting the curt way in which she was relieved of command. Then, cool logic and reason took over, and all emotion became nothing but a distant memory. In as few and as precise words as possible, she gave a complete report of the situation, her troops status and, most importantly, the problems that the Viridian sniper was causing in this sector. While the attack on Chalybia sector made good progress during the fist days of the Syntha offensive, the Viridian garrison had rallied when a remarkably talented Sniper joined the fighting, turning the tide of battle and taking a remarkable number of replaceable Androsynths and irreplaceable Biomechs out of service. Time and again, that sniper had foiled Syntha efforts, shaking pursuit, going into hiding, and countering every attempt to neutralise him.

The newcomer listened to her report, undoubtedly checking her words against the data she had been provided with by command. Then, she stepped up to the holotable, starting to relay orders to the units of Androsyths patrolling the sector. "Syntha command has declared that we cannot enter Stage Two without the resources of Chalybia in our hands. They have ordered me to take care of this problem personally. We need to flush out that Sniper fast..."

Her eyes locked on a green triangle lighting up on the holodisplay, representing a Viridian patrol that had been spotted by recon drones two hours ago. They had seemingly lost their way after a run-in with a Syntha patrol, and were desperately trying to find their way back to the Viridian lines. She smiled expectantly, her back tense, like a predator ready to run down his prey.

"...and these will do nicely as bait."

Introduction

The fighting doesn't go well for the Syntha troops trying to drive Viridian forces out of Iskandria's Chalybia sector, for a single Sniper has, time and again, turned the tides of assaults and offensives, and has reaped a terrible harvest among the Biomechs leading the Syntha attacks. The Syntha AI's have turned their attention to this problem and have dispatched one of the prototype Nyx-class Assassins to remove this obstacle to Syntha expansion once and for all.

The assassin came up with a devious plan - trapping a Viridian patrol behind enemy lines and using them as bait to flush out the Sniper. The first part of the plan came along easily; superior Syntha forces quickly surrounded a green patrol of Viridian soldiers. But when the Sniper showed up, all bets were off on who would end up as the predator, and who would turn out to be the prey...

Table Setup

A 4-foot x 4-foot table is recommended for this scenario. There should be plenty terrain, with lots of buildings, ruins and walls that limit LOS. A building large enough to house the entire defending force, representing the Viridian hideout, should be placed in the centre of the table.

Forces

The attacking force consists of 300 points worth of troops; all purchased using the regular force composition rules. In addition to this, the attacker gets one CAL2 Nyx-class Assassin Biomech.

The defending force consists of 200 points worth of troops; all purchased using the regular force composition rules, but with no troops of higher calibre than 1. In addition to this, the defender gets one CAL2 Viridian Sniper. For obvious reasons, this sniper cannot be designated Leader, and this position must be given to any other suitable miniature in the defending force.

Deployment

Players deploy as shown in diagram.

The defending force must deploy the first model. All the defenders, excluding the CAL2 Sniper, must deploy in the hideout building or within 4 inches of it.

The attacking force, including the Nyx-class Assassin, may deploy anywhere within 12 inches of any table edge, but not within 4 inches of the edge.

The defenders CAL2 Sniper must always the last model to be deployed, after all other models from both sides. He must be deployed within 4 inches of any table edge, but not within LOS to any of the attackers models.

Objectives and special rules

Attacker

Your prime target is taking out the Viridian Sniper. Your secondary target is to mop up the Viridians.

Defender

Your target is to keep your CAL2 Sniper, and the trapped forces, from being killed, and to escape through any table edge. However, your CAL2 Sniper is only allowed to exit the table once the last of the trapped Viridians has either been killed or left the table.

Victory conditions

- If the Viridian CAL2 Sniper is killed and less than 50% of the trapped Viridian force escaped, it's a major Syntha victory.
- If the Viridian CAL2 Sniper is killed and 50% or more of the trapped Viridian force escaped, it's a minor Syntha victory.
- If the Viridian CAL2 Sniper escaped, it's a minor Viridian victory.
- If the Viridian CAL2 Sniper and more than 50% of the trapped Viridian force escaped, it's a major Viridian victory.

Playing the scenario with other forces

Within all factions fighting on Iskandria, there are prominent individuals who make prime targets for assassination.

Any force of 300pts can be the attacker, and any force of 200pts can be the defender. The Assassin and the Sniper can be replaced with any suitable non-troop model of their respective faction. These models should be of equal calibre and roughly equal points cost.

Tips and tactics

While the Viridians look outgunned, actually it's the Syntha who have the hardest job. They need to cover as many routes of escape as possible, and they need to get that Sniper. The most important issue for the Syntha is to get the Sniper away from the table edge, so he cannot easily escape. Also, the Syntha need to keep the Viridian regulars on the table for as long as possible to deny the Sniper the chance to escape.

For the Viridians, there's always the option of simply going for the minor victory, throwing your regular troops against the Syntha in the hopes of killing them off quickly enough to escape with the Sniper. This may prove to be a risky plan, however, since this also sets up the Syntha on the road to a major victory, should they manage to take out the Sniper after all.

If you want to make the Scenario somewhat harder for the defending player, have the attacking player deploy the Sniper according to the deployment rules that apply to the rest of the force. Likewise, have the defending player deploy the Assassin in the same way. This should make for a more random, and potentially more lethal, scenario.

Thanks to Dougie Hamill, Graham Stenning and the Urban Mammoth playtesters for their feedback and constructive criticism.

TEMPLATES

Large Circular template

Small Circular template

Fire Arc

URBAN WAR CONSTRUCTION SETS

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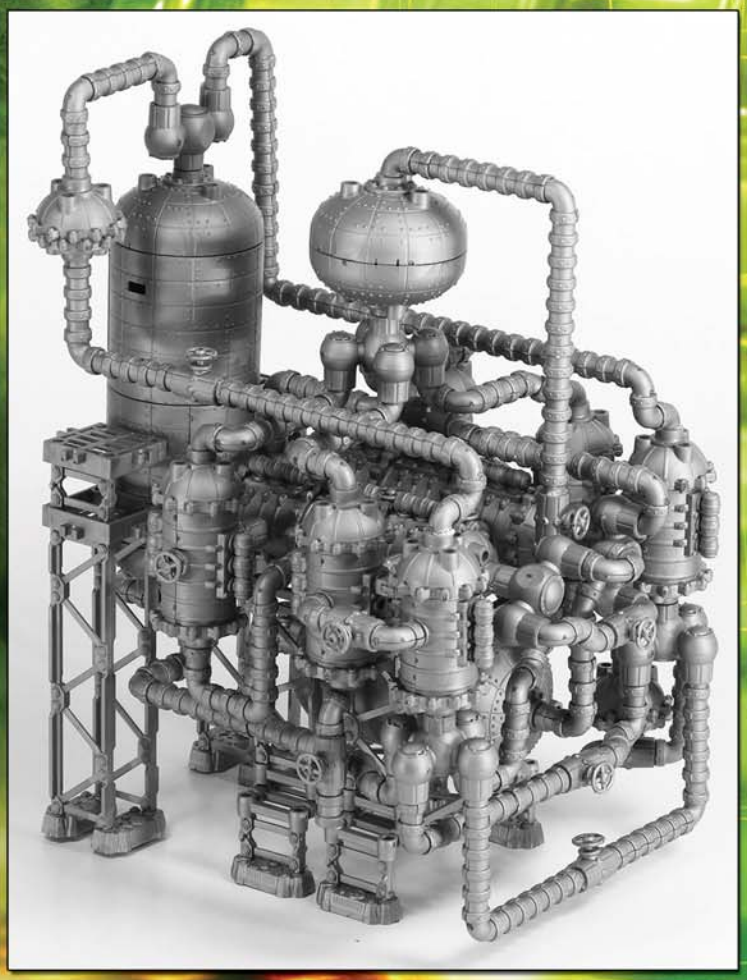
Platform Builder
(small set)

31921
Platform Builder
(large set)

31923
Hexagon Builder
(large set)

31922
Hexagon Builder
(small set)



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